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LUCASARTS™

STAR WARS®

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PRIMA Official Game Guide

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Author Bio



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In his time off he enjoys the works of Hermann Hesse, Johann Van Goethe, Franz Kafka, and EGM. When not writing for Prima, he continues to work on his craft as a poet. We want to hear from you! E-mail comments and feedback to fbueno@primagames.com.

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INTRODUCTION

Dedication

A long time ago in an office building far, far away, there were two people whose knowledge of the Force was strong. Well, okay, one person whose knowledge of the Force was strong, but both people were super awesome. Their names were "Don Vader" Tica and "Shaida Fett" Boroumand. All silliness aside, I treasure these projects where I can work with two of the coolest people I know. Thanks to my lovely Leslie for not slapping me every time I decided to talk like Yoda while working on this project. On her nerves, I'm sure it got.

Last but not least, a million thanks go out to Bertrand Estrellado, Ed Tucker, and all the people at LucasArts for their tremendous support on this project. Without them, this book doesn't happen.

The Story up Until Now...

Surely you've come to know the story of Anakin Skywalker, Jedi Master Yoda, Obi-Wan Kenobi, and the Jedi Order. You may even be familiar with the story of the Rebellion against the Empire or have heard whisperings of a dark organization named the Sith. But for those who need a reminder of where it all began, the following section provides all the background information needed to begin *your* adventure as you unleash the Force.

Star Wars: Episode I The Phantom Menace

During a time of turmoil in the Galactic Republic, a powerful organization known as the Trade Federation engaged in an aggressive maneuver to block trade routes to and from the planet Naboo.

While the Congress of the Republic stalled on resolving the conflict, the Supreme Chancellor of the Republic secretly sent out two Jedi Knights to help resolve the issue quickly and quietly. Unfortunately, both the Jedi Knights and the people of Naboo were unaware that the Trade Federation was being secretly coerced into their actions by a more powerful dark force.

Upon arriving to meet with the Trade Federation delegates, the Jedi were ambushed and forced to flee. In their escape, they rescued Queen Amidala of Naboo and made a dash across the stars. As they fled, Qui-Gon Jinn, the elder of the two Jedi, came upon a small child with an extraordinarily high capacity for the Force—the energy that flows through all living things and that Jedi can harness into unique abilities. Convinced that the child, Anakin Skywalker, was the one prophesied to bring balance to the Force, Qui-Gon Jinn rescued him from slavery and took him on as an apprentice. It was not until after they met with the Jedi Council that Anakin's dark and troubled past was brought into question. Unmoved by the council's warnings, Qui-Gon Jinn continued informally with Anakin's training.

As the Jedi fled from the Trade Federation with Queen Amidala, they found that they were being hunted by a dark figure highly skilled with a lightsaber and shrouded in the dark side of the Force. Upon hearing of the mysterious figure's attack on Qui-Gon Jinn, the Jedi Order realized that the Sith—a dark Order long thought to be extinct—was actually still active. Meanwhile, Senator Palpatine, a two-faced politician with dark ambitions, secretly and successfully schemed to overthrow the Supreme Chancellor and took his place.

In a final move of desperation, Senator Amidala (accompanied by Qui-Gon Jinn, Obi-Wan Kenobi, and Anakin Skywalker) fled back to Naboo to help liberate her planet from the Trade Federation. Though they were supposed to protect Amidala, the Jedi had a second motive for returning. They were to draw out the Dark Lord who attacked them earlier and reveal the existence of the Sith.

In a final confrontation, Qui-Gon Jinn exposed and was defeated by the Sith Lord Darth Maul, who was in turn defeated by Obi-Wan Kenobi. In the end, Palpatine became the new Supreme Chancellor and took control of the Republic. Naboo was liberated from the Trade Federation, Obi-Wan honored Qui-Gon Jinn's final request and took Anakin as his Padawan learner, and the Sith were exposed.

But a question remained: If Darth Maul was a Sith Lord, was he a student or a Master?

Star Wars: Episode II Attack of the Clones

Ten years after the reemergence of the Sith, Obi-Wan Kenobi, Anakin Skywalker, and the rest of the Jedi Knights struggled to keep order in the galaxy. Several thousand solar systems threatened to leave the Republic as they followed a separatist movement led by the mysterious Count Dooku, a former Jedi Knight.

Senator Amidala of Naboo, the former Queen, returned to the Galactic Senate to petition for the creation of an army of the Republic to aid the struggling Jedi. Unfortunately, not everyone shared in her vision, as she was under the repeated threat of assassination.

After another failed assassination attempt, the Jedi Order assigned Obi-Wan and Anakin, whom she'd not seen in years, as her personal bodyguards. While they were on assignment, Anakin's impetuous nature got the better of him and he used the Senator as bait to draw out her assassin.

Still, Amidala's would-be assassin would not relent. She struck once again while Amidala was under the watchful eye of the two Jedi, and the duo chased the assassin down. When they caught her, she was killed by a poisoned dart before she could reveal the name of the person who issued her orders.

While Obi-Wan followed the trail of clues back to a bounty hunter named Jango Fett, Anakin was assigned to protect Senator Amidala while in seclusion on Naboo.

The trail to Jango Fett led Obi-Wan to the mysterious planet Kamino. There he found a race of cloners with an army of soldiers they claimed was commissioned by the Jedi Master Sifo-Dyas, who had died over ten years prior. Though he was perplexed by the development, Obi-Wan didn't have much time to mull it over, as Jango Fett attacked him unsuccessfully before fleeing the planet.

Meanwhile, Anakin and Amidala grew closer while in seclusion. Though Anakin was haunted by the memory of his mother, his love for Amidala grew every day they spent together. Eventually, Anakin's concerns about his mother overwhelmed him, and he was drawn away from the hideout in Naboo. With Amidala in tow, Anakin set out in search of his mother only to find that she'd been captured by a Tusken Raider hunting party. In a failed attempt to rescue his mother, Anakin was briefly reunited with her long enough for her to die in his arms. In a fit of rage, he single-handedly destroyed the entire village of Tusken Raiders.

Meanwhile, Jango Fett led Obi-Wan to the Trade Federation planet Geonosis. There, lying amidst a large concentration of Federation ships, was a large battle droid factory. Obi-Wan infiltrated the factory to discover Count Dooku and his followers secretly scheming to destroy the Jedi and overthrow the Republic.

Before he was captured, Obi-Wan sent out a call to Anakin and the Jedi Order. However, instead of following the Jedi Order's instructions to protect Amidala on Naboo, Amidala coerced Anakin into searching for Obi-Wan in hopes of rescuing him. When Anakin and Amidala arrived at Geonosis, they, too, were captured by Dooku's troops.

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Meanwhile, Supreme Chancellor Palpatine issued orders to create a grand army of the Republic, knowing full well that the army was waiting for him on Kamino.

When the Jedi arrived on Geonosis to rescue Obi-Wan, they found that not only was he in danger, but so were Anakin and Amidala. The battle on Geonosis was short but fierce. Just as the Jedi's numbers began to dwindle and all hope seemed to fade, Master Yoda arrived with an army of stormtroopers.

Upon seeing Jedi Master Mace Windu defeat his loyal soldier Jango Fett, Count Dooku fled. Anakin and Obi-Wan followed Dooku and cornered him in a cave where the two Jedi engaged the traitorous Count in heated battle. Dooku's skills were far superior, and he was able to fell Obi-Wan and sever Anakin's arm. Just as Dooku was about to destroy Anakin once and for all, Yoda arrived and rescued the two fallen Jedi. Foiled by his former master, Dooku fled once again—this time successfully.

Though he got away, Dooku did inadvertently reveal that a mysterious Darth Sidious was somehow controlling the Senate. Anakin and Amidala secretly married, but the damage had been done. Anakin had already taken his first step toward the dark side, the dark side of the Force grew stronger, and the Clone Wars began.

The Clone Wars

The Clone Wars spanned about three years, and rapidly spread throughout the galaxy after the Battle of Geonosis. Though Count Dooku seemed the public mastermind of the Separatist strategy, he secretly answered to his Sith Master, Darth Sidious. Military actions were led by the cyborg General Grievous, and Dooku had a cadre of specialized underlings, including the bounty hunter Durge and the dark side warrior Asajj Ventress. Early in the war, Dooku's forces mined the hyperspace routes that connected the Core Worlds to the rest of the galaxy, effectively cutting off the Republic from the bulk of its resources and allowing the Separatists relative freedom of movement in the Outer Rim. To match this maneuver, the Jedi entreated the Hutts to share their control of the Outer Rim, allowing the Republic to move their vessels through Hutt-controlled space.

Over the course of the war, public opinion of the Jedi Order waxed and waned. Their early defeats underscored their vulnerability, and their reluctant adoption of the rank of general caused them to be blamed for many of the missteps in the Clone Wars. Still, there emerged champions like Anakin Skywalker and Obi-Wan Kenobi, respectively dubbed the Hero with No Fear and the Negotiator by an approving public. Heroes arose similarly on the side of the Separatists.

The conflict came to a head with an astonishingly brazen attack mounted by the Separatists on the Republic capital world during the final stages of the Clone Wars. The fierce attack was a cover for General Grievous's daring kidnapping of Supreme Chancellor Palpatine. In the upper atmosphere of the city-planet, starships from the Republic's Fifth Fleet tangled with Confederacy vessels while Grievous returned from the planet's surface to his flagship, *Invisible Hand*, with his highly prized hostage. Rampant signal jamming from Separatist vessels sowed confusion among the enmeshed fleets. Anakin Skywalker and Obi-Wan Kenobi were once again called upon on a desperate mission to infiltrate the *Invisible Hand* and rescue the Chancellor.

Star Wars: Episode III Revenge of the Sith

As Grievous and his troops attempted to flee Coruscant with Chancellor Palpatine in their clutches, Obi-Wan and Anakin gave chase. Instead of finding Grievous, the duo again faced Count Dooku. The battle was fierce, and Obi-Wan was once more disabled, leaving Anakin to face Dooku on his own.

By then, however, Anakin's powers had grown strong, and he bested Dooku quickly. As Anakin had Dooku in his grasp, Chancellor Palpatine ordered him to execute Dooku in a fit of revenge. Anakin beheaded the evil Count in yet another dark deed. Though Count Dooku had fallen, General Grievous still managed to escape and retained his control of the droid army. The Clone Wars were not over yet.

Once back on Coruscant, Chancellor Palpatine returned to his plotting and scheming, and Padmé nervously awaited Anakin's return. Upon being reunited, Padmé revealed to Anakin that she was pregnant, but their happiness would be short-lived. Again, Anakin would be plagued with terrible, fearful dreams...this time about Padmé.

Back in the shadows, Sidious ordered Grievous to move the Separatist leaders to Mustafar. However, in the broad daylight of Coruscant, Palpatine began playing Anakin against the rest of the Jedi Council. He placed Anakin on the council as his "representative," but Anakin was angered when he was not given the rank of Master as all council members are.

By placing Anakin on the Jedi Council, Palpatine had eyes and ears in the Jedi's business. Similarly, the Jedi wanted Anakin to keep watch on Palpatine, as he was gaining even more executive powers over the Republic. Things grew even more complicated for Anakin as concerns about Padmé began to trouble him. Between the fearful dreams of her death and her own concerns over the Republic, Anakin grew more frustrated and confused.

When Anakin was at his most vulnerable, Palpatine subtly revealed his true motives. He played on Anakin's fear of losing Padmé and turned him even more toward the dark side by promising to teach him a way to cheat death.

As Anakin struggled with his dark side, Obi-Wan tracked down General Grievous to the Utapau system. The general, who had slain several Jedi on his own, was bested by the Jedi Master, thus bringing an end to the Clone Wars. It was then that Anakin revealed to Mace Windu that Palpatine was a Sith Lord.

Windu confronted Palpatine and nearly defeated him, only to have Anakin betray him in a confused rage. Anakin had finally turned to the dark side, and Palpatine, as Lord Sidious, had full control over the former Jedi Knight.

Anakin's first act as a Sith was to execute all the remaining Jedi. Sidious sent Anakin, now dubbed "Darth Vader," to the Jedi Temple to execute

all the Jedi and cripple the Jedi Order. After the Jedi Temple fell, Anakin went to Mustafar and executed all the leaders of the Separatist movement. By doing so, Sidious solidified his hold on the Republic. During Anakin's betrayal of the Jedi, Sidious executed Order 66, which was a secret command sent to the army of the Republic to turn on their Jedi leaders and execute them. The Jedi Knights were now under attack from all sides.

Anakin wiped out the Jedi Temple, the clone army that once fought alongside the Jedi turned on them, and only a handful of Jedi were known to have survived. The end of the Jedi was near.

As Sidious's plans to destroy the last remaining Jedi neared fruition, Yoda and Obi-Wan Kenobi intercepted a fake signal meant to lure all Jedi back to the Temple, where they would be slaughtered. Upon arriving at the Temple to destroy the signal, Obi-Wan and Yoda also discovered that Anakin had slaughtered all the remaining Jedi there, including the younglings.

Obi-Wan revealed Anakin's traitorous actions to Padmé, who immediately set out after her husband. Obi-Wan followed Padmé to Anakin, where he confronted his former student. Convinced that Padmé had deliberately led Obi-Wan to him, Anakin became blinded by rage and attacked his lover. Obi-Wan intervened, but it was too late. The damage was too severe, and Anakin's rage would have horrible consequences.

There, on the planet Mustafar, amidst a river of molten lava, Obi-Wan and Anakin engaged in battle. In the end, Obi-Wan severed Anakin's legs and left arm. As Anakin slowly slipped into the lava river and burned, Obi-Wan left and took the dying Padmé to safety.

Meanwhile, Master Yoda confronted Darth Sidious on Coruscant. Their battle, unfortunately, ended in stalemate, as Sidious escaped once again and Yoda was forced into exile. Sensing that his new apprentice was in danger, Sidious rescued the crippled Anakin from the volatile planet and rebuilt him into a dark menacing being. All that remained of Anakin was Darth Vader.

In a separate part of the galaxy, Padmé gave birth to twins, a boy and a girl, then died. The children were separated to hide their birth line, and Darth Vader was informed that he was responsible for Padmé's death. Though his children would survive, Darth Vader would continue to live tormented by the fact that he was responsible for the death of his love....

Star Wars: The Force Unleashed

And it is here that we begin our adventure. You may know the inevitable outcome of Sidious and the Empire—how the rise of a young Jedi named Luke Skywalker was the demise of Darth Vader and his Master Lord Sidious. But what of the events immediately following Order 66?

Prepare, for it is during these dark days that our adventure will take place. But first you must know the ways of the Force....

How to Use the Force

There are several key elements that will guide you along your journey. Scattered throughout this book are different types of boxes, each containing valuable bits of information.



SITH WISDOM

Sith Wisdom boxes are useful tips. They can often guide you toward a better path, a hidden Holocron, or even direct you in how to use the Force more efficiently. You can skip these if you wish, but they are meant to help hone your skills.



JEDI KNOWLEDGE

Jedi Knowledge boxes are notes. Perhaps it is because they are always mindful of the Force that Jedi have a keen ability to observe the world around them and note what others might miss. These boxes will usually offer a side note on anything and everything, from your adventure to this book.

"I should think that you Jedi would have more respect for the difference between knowledge and wisdom."

—Dex, *Star Wars: Episode II Attack of the Clones*

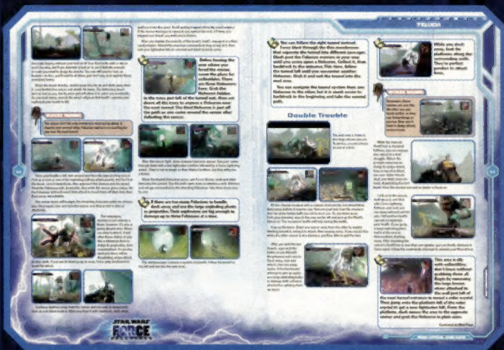
The final element may not necessarily help you avoid pitfalls, guide you toward Holocrons, or even shed light on the adventure, but they will help you understand the world of *Star Wars*. *Star Wars* quotes, as seen above, are taken directly from the *Star Wars* world. You'll typically find these in places where the quote is particularly relevant. Consider these a way to help you truly grasp the scope of your adventure.



WOOKIEE WARNING

Wookiee Warning boxes are vital cautions. You may be a Sith, but Wookiees are known survivors. They make do with what their land gives them and are as tough as they come. That's why these Wookiee Warnings are so important. If you've ignored the other two boxes, be sure to read these: their sole purpose is to keep you alive.

Achieving Balance



You will find that, much like with the Force, balance can be achieved only by accepting that there are multiple sides to everything. Such is the case with this book. In it you will find different sections dedicated specifically for different versions of *Star Wars®: The Force Unleashed™*. While all text boxes previously mentioned pertain to every section of the book, the Wii and PlayStation 3/Xbox sections will have their own special boxes.



WII WONDER

Wii Wonders boxes appear only in the section dedicated to the Nintendo Wii version of *Star Wars: The Force Unleashed* and contain Wii-specific tidbits. They help highlight the differences between this version of the game and the others.



ONLY IN...

Only In... boxes will appear in the PS3/Xbox 360 section of the book. The information contained therein will pertain to these three versions of the game. Each box will specify which version of the game it refers to. For example, mention of an Achievement can be found in a box that reads "Only In...Xbox 360."

THE CAST

Playable Characters

The Secret Apprentice

A powerful, almost primal Force wielder, Darth Vader's Secret Apprentice has been trained by the Dark Lord of the Sith to hunt down the last of the galaxy's Jedi. Darth Vader discovered his Secret Apprentice on the Wookiee world of Kashyyyk, where he kidnapped the boy after striking down his Jedi father. Vader has spent years personally training the apprentice in the ways of the Sith, but no other Imperials—including the Emperor—know of his existence. The apprentice's training has been harsh and unforgiving; Vader subjected the boy to rigorous physical tests bordering on torture. He first controlled the boy through fear, then taught him to embrace his hatred and other base emotions. As the boy grew older, Vader promised him greater power—through the dark side. Under Vader's relentless tutelage, the apprentice has all but perfected the fine art of lightsaber combat and has learned to wield many fearsome dark side powers.

As his apprentice grew stronger in the ways of the Force, Vader began testing him by sending him on secret missions to dispatch the Dark Lord's rivals and enemies. Vader assigned his apprentice the code name "Starkiller" and provided him with an advanced prototype starship, the *Rogue Shadow*, to aid in his missions. With these early trials complete, the apprentice is now ready to embark on his most dangerous missions yet: the hunt for rogue Jedi. It is Vader's hope that the apprentice will one day fulfill a dark destiny, standing at Vader's side as they confront and destroy the Emperor together.

JEDI KNOWLEDGE

Aside from the Secret Apprentice, you will also be able to control Darth Vader for the first mission.

Nonplayable Characters

Juno Eclipse

Juno Eclipse was born on Corulag, a Core World that would eventually be viewed as a "model" Imperial planet. As a young girl, Juno showed a fascination for alien worlds and cultures, an interest her mother encouraged. Unfortunately, her mother was killed in the cross fire between Imperials and "insurgents" on Corulag, leaving Juno to be raised by her cold and distant father. A fierce follower of Emperor Palpatine, Juno's father instilled in his daughter a belief that the Empire's aims were just. He also chastised her interest in alien cultures. As she grew older, Juno began to feel that she would never earn her father's love or respect. However, he talked endlessly about his great admiration for the "brave men and women" who joined the Imperial academy on Corulag. Hoping to earn her father's love, the serious and intelligent Juno set her sights on the academy. She became an ideal student, but her childhood was lonely and bereft of any real joy.

It did not take long for Juno's incredible academic record to attract Imperial recruiters' attention. At fourteen, Juno was the youngest student ever accepted into the Corulag Academy. There, she worked tirelessly to prove herself to her father. She learned to fly and repair a variety of craft, to maintain droids, and to wield blasters and other weapons with deadly accuracy. Much to her surprise, Juno also proved to be a talented combat pilot. But despite all her hard work, Juno's father never showed her the love she craved. When Juno graduated from the academy, he refused to attend the ceremony. Furious, Juno left Corulag for Imperial service, vowing never to return home. The Empire—particularly her squad mates and fellow pilots—would be her family now.

After graduating from the academy, Juno flew numerous combat missions throughout the Outer Rim as the Empire spread across the galaxy and "brought peace" to war-torn worlds. Her success in battle brought Juno numerous commendations and the admiration of her peers and commanding officers. She was almost happy; She was surrounded by friends, respected (and even feared) for her abilities, and lived a life of high adventure. Juno's record eventually caught Darth Vader's attention. At his command, she led a bombing run against insurgents on Callos, a world in the Outer Rim. This should have been Juno's shining moment—her most important mission, for the Emperor's right hand. Juno handpicked her squadron and launched an unrelenting attack. However, during the strike, Juno realized that the planet's native species had little in the way of offensive weaponry. As Juno began questioning the attack, Vader ordered her to destroy a massive planetary reactor. Unwilling to

give up her "perfect life" as an Imperial Officer, she complied. Juno was horrified when she realized that the resulting explosion caused global climate changes, wiping out nearly all life on the planet, including millions of sentient beings and untold thousands of undocumented species.

As a "reward" for her sterling service at the Battle of Callos, Juno received a special assignment from Vader: She became the pilot of the *Rogue Shadow*, an advanced prototype starship reserved for use by one of Vader's mysterious agents, known only to Juno as "Starkiller." After Vader betrayed his apprentice, Juno found herself surrounded by Imperial Stormtroopers, who inexplicably captured and imprisoned the pilot.

After months in a holding cell, Juno was visited by Darth Vader; He revealed that he had killed Starkiller and had branded Juno a traitor to the Empire for her association with his apprentice. The distraught Juno was later transported to Darth Vader's secret laboratory ship, the *Empirical*, where she assumed she would be subjected to horrific Sith experiments. She was ultimately saved from this fate by Starkiller, who was indeed alive and who freed her from the ship during his own escape from the Empire. Together they have set out to find others who might oppose the Emperor, but Juno remains painfully aware that she has left behind the only life she has ever known.

PROXY

PROXY is a prototype holodroid who has been a constant companion to Darth Vader's Secret Apprentice for many years. Although PROXY's origins are unknown, this one-of-a-kind droid is capable of using advanced hologram technology and built-in servos to alter his appearance, becoming virtually anyone. PROXY employs this ability to provide "face-to-face" communication between Vader's apprentice and others (usually Darth Vader himself). Additionally, PROXY has been programmed to act as a training droid, taking the shape of various enemies, including past Jedi, to test the apprentice's fighting acumen. He even harbors several lightsabers within his chassis, which allow him to challenge the apprentice whenever they spar. While PROXY is intensely loyal to Vader's apprentice—who he knows only by his code name, Starkiller—the droid is programmed with a sinister prime directive to kill his master at the first available opportunity. PROXY has spent years ambushing the apprentice in order to fulfill this programming, never realizing that success would end their friendship forever.



JEDI KNOWLEDGE

PROXY also appears as an enemy in the game. Rather than have his own fighting style, however, he emulates other enemies you've fought.

ONLY IN...

The battle with PROXY occurs only in the Xbox 360 or PlayStation 3 versions of *Star Wars: The Force Unleashed*!

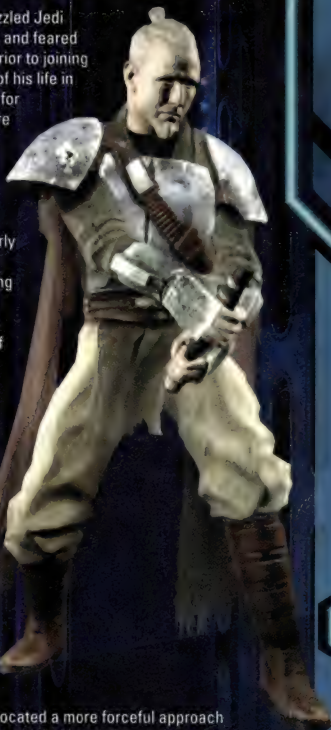
General Rahm Kota

Master Rahm Kota is a tough, grizzled Jedi Master who became a respected and feared general during the Clone Wars. Prior to joining the Jedi Order, Kota spent much of his life in the trenches as a soldier fighting for freedom on his home world, where he was thrust into battle before his tenth year. When he was 18, Kota met and befriended Mace Windu, who was sent to Kota's planet to negotiate a peaceful resolution to a particularly brutal conflict. Upon completing the mission, Mace decided to bring Kota back to Coruscant with him to hone his powers and finish his training under the watchful eye of Jedi Master Yoda.


Few in the Jedi Order bonded with the gruff Kota, but none doubted his strong commitment to the Republic, his undaunted loyalty to the Jedi Order, or his legendary courage. He often volunteered for the Order's most dangerous missions and never abandoned those in need. But Kota was also viewed as cold and militant. Throughout his long history with the Jedi Order, Kota tended to question the Council's decisions and often advocated a more forceful approach to negotiating treaties and dealing with lawbreakers.

When war broke out between the Republic and the Confederacy of Independent Systems, Kota proved himself a brilliant tactician and cagey commander. He was quickly promoted to the rank of general and led several of the Republic's most successful offensives throughout the Outer Rim. However, Master Kota did not embrace the clone army, believing that nonclone soldiers would be more creative, intelligent, and capable in the field. He recruited and built his own army from local militias, hardened mercenary groups, and even Separatist prisoners of war. His misgivings about the clones saved Kota's life when Order 66 was issued and most of his fellow Jedi were slain by their clone squadrons. Realizing that the Jedi Order had been betrayed, Master Kota and his most loyal lieutenants hijacked a Republic Cruiser and disappeared into the Outer Rim territories. Although believed dead, Kota eventually resurfaced and began recklessly attacking key Imperial targets across the galaxy.

In one-on-one combat, Kota generally adopts a defensive stance, using his lightsaber skills and mastery of the Force to protect himself until he can launch a devastating counterattack. He often uses the Force to hurl debris or repel his enemies, and he can throw his lightsaber with unerring accuracy.



Senator Bail Organa




A decorated war hero from the Clone Wars, Bail Organa is one of the most influential political figures in the galaxy. He is head of the Royal Family of Alderaan, viceroy and first chairman of the Alderaan system, and a respected member of the Imperial Senate who, prior to the rise of the Empire, once commanded the ear of Supreme Chancellor Palpatine. A loyal friend to the Jedi Order, Organa fought alongside generals such as Obi-Wan Kenobi during many conflicts. When Palpatine later betrayed the Jedi Order, Organa secretly helped Jedi Masters Yoda and Obi-Wan Kenobi escape into hiding. He even took one of Anakin Skywalker's twins into his care, raising her as his own daughter, Princess Leia.

Since the Clone Wars, Bail Organa has led Alderaan into an age of prosperity, helping the battle-scarred world recover from the ravages of conflict. At his urging, weapons have been banned from Alderaan to demonstrate the planet's philosophy of peace and life. Meanwhile, he continues to serve as a member of the Imperial Senate, though he disagrees with everything Palpatine has done since his ascent to Emperor. Working alongside senators such as Garm Bel Iblis and Mon Mothma, Organa tries to subvert the Emperor's policies from within. He has also been a vocal critic of the Emperor. While Palpatine does not dare murder the beloved Organa outright, he has attempted to put the Senator and his daughter in harm's way on more than one occasion.

With the Senate's power waning, Organa has begun to consider alternatives to political debate in his effort to overthrow the Emperor. Although a pacifist at heart, he has realized that sometimes great evil can only be defeated through force. Organa also continues to aid the Jedi, funneling information and supplies to Shaak Ti, Rahm Kota, and others whose locations are known only to him. When Kota emerged from hiding, Organa helped the general select key Imperial targets to attack and later ensured that the blinded Jedi Master was safely transported to Cloud City.

When he learned that his daughter was being held hostage by the Empire on Kashyyyk, Bail asked General Kota to arrange a rescue. When the drunk and blind Kota refused, Bail set out in search of Shaak Ti for aid, only to be captured by Maris Brood on Felucia.


Princess Leia



The adopted daughter of Senator Bail Organa, head of the Royal House of Alderaan, Princess Leia has been active in galactic politics nearly all of her life. Although a maverick and tomboy when she was a child, Leia revered her father and sought to emulate his devotion to serving the galaxy. She actively followed Imperial politics and often accompanied her father on his trips to Coruscant. There, she witnessed firsthand the corruption within the Imperial Senate. As the Emperor consolidated his power, passing increasingly fascist laws and regulations, Bail would quietly explain to his daughter how these new policies would hurt the galaxy and its inhabitants. The empathetic Leia began undertaking "mercy missions" on behalf of Alderaan, traveling to war-torn or subjugated worlds to provide supplies and other aid. She quickly gained the love and respect of many systems. By the time she was 14, she had been nominated for numerous political positions, and at only 16 she became the youngest senator in galactic history.

As Emperor Palpatine committed an increasing number of atrocities, both Leia and her father wrestled with their convictions. They desperately wanted to speak out against the Emperor, but they knew that doing so would only put their family and perhaps even their entire homeworld of Alderaan in danger. Bail began quietly gathering support from other senators, while Leia, at her father's insistence, kept her opinions about the Emperor's policies to herself and instead continued to bring aid to troubled systems. When the Emperor created a system of territorial governors who reported directly to him, Bail publicly opposed the plan, claiming that it was a first step toward abolishing the Senate completely. The Emperor was furious but knew that murdering the well-liked Senator Organa would only make him a martyr. Instead, as a threat to Leia's father, he ordered that the princess be sent to Kashyyyk as a "senatorial observer," essentially putting her directly in harm's way. If Bail spoke out against the Emperor again, Princess Leia would meet an untimely end, allegedly killed by berserk Wookiee Slaves...

Mon Mothma



An influential loyalist senator during the final days of the Galactic Republic, Mon Mothma was born on Chandrila and received her political training early in life. Her father was an arbiter-general for the Old Republic, trained to bring peace between clashing species, while her mother served as a planetary governor. The couple taught their daughter the importance of all living creatures and the essential doctrines of strong leadership. With surprising speed, Mon Mothma grasped her parents' teachings and became the youngest person elected to the Republic Senate, an honor she held until the rise of Princess Leia Organa of Alderaan.

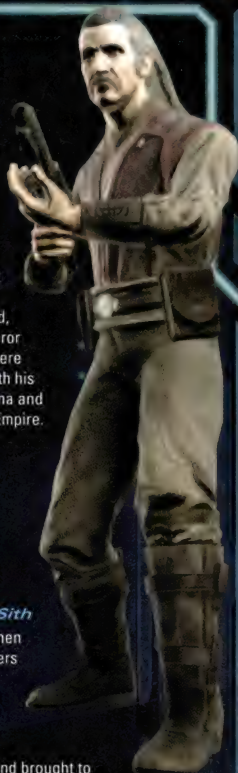
On the eve of the Clone Wars, Mon Mothma began to realize that the Old Republic was crumbling. She was one of the first to be wary of Supreme Chancellor Palpatine's policies and began quietly petitioning senators who opposed his rule. She found kindred spirits in Padmé Amidala, Bail Organa, the Corellian Garm Bel Iblis, and others. Together, they plotted to thwart Palpatine's continued rise to power, but his plan to overthrow the Republic was already in motion. Palpatine eventually ascended to the position of Emperor and betrayed the Jedi Order.

When Palpatine created a system of territorial governors to report to him directly, Mothma knew that the Senate would soon be obsolete. Like Organa and Bel Iblis, she continued to quietly oppose the Emperor's rule, despite the very real danger of being branded a traitor. Fearing for her own safety and sickened by the Emperor's evil actions, Mon Mothma began considering more direct action to topple the Emperor and restore freedom to the galaxy.

Garm Bel Iblis

As a young and idealistic politician determined to preserve freedom throughout the galaxy, Corellian senator Garm Bel Iblis was one of the few voices opposed to Senator Palpatine's rapid rise to power. Just prior to the start of the Clone Wars, Bel Iblis argued passionately against the Military Creation Act, favoring planetary security forces over a Republic army funded and controlled by the Supreme Chancellor. He later pulled the Corellia Sector out of the Military Creation Act vote as a symbol of his opposition. Despite this, he did aid the Republic in the Clone Wars. He organized his own militia from Corellian security forces and assembled a formidable fleet of Corellian cruisers to help repel Separatist advances against Mid Rim worlds. He would often act as the cavalry, arriving just in time to rescue an overwhelmed Jedi or provide air cover for Republic commandos. During the Clone Wars, Bel Iblis proved himself a brilliant military tactician, but on the Senate floor, he continued to stand against Palpatine.

When Palpatine ascended to Emperor, a frustrated Bel Iblis could no longer contain his anger. He continually lashed out against the Emperor's policies, opposing the creation of the Imperial war machine, the subjugation of entire planets, and the Imperialization of major corporations. Unwilling to believe that the Jedi had betrayed the Republic, as Palpatine claimed, Bel Iblis frequently evoked the names of the most vaunted Jedi in his speeches. Angered by his constant challenges, Emperor Palpatine ordered Imperial forces to arrest the entire Bel Iblis family. Garm was forced to watch as his wife and children were executed, but he managed to escape the slaughter. The Empire scoured the galaxy for Bel Iblis, who disappeared along with his entire private fleet, but to no avail. His flight from the Empire had been secretly aided by his allies in the senate—Bail Organa and Mon Mothma. Inspired by the mysterious Starkiller, the three have begun to discuss taking more direct action against the Empire.



Master Kento, the Fugitive Jedi

"Commander Cody, the time has come. Execute Order Sixty-six."

—Darth Sidious, *Star Wars: Episode III Revenge of the Sith*

When the Emperor issued Order 66, the Jedi were all but destroyed. Thousands of Jedi perished when they were ambushed by their own clone soldiers, and dozens of the Order's most powerful members died during Darth Vader's brutal assault on the Jedi Temple on Coruscant. The few Jedi who survived Palpatine's betrayal and Vader's wrath immediately fled into exile. Many disappeared into hiding on remote worlds or turned their backs on the Force and adopted entirely new identities.

Like many Jedi Knights, Master Kento was discovered by the Jedi Order and brought to the Jedi Temple for training at a very early age. Kento was a gifted student, but he lacked maturity. He viewed every mission—no matter how dangerous or disturbing—as just another adventure. While other Jedi were sickened by the horrors of the galaxy—rampant crime, slavery, murder, civil war—Kento saw only another chance to engage in exciting, death-defying heroics.

When the Clone Wars erupted, Kento rushed to the front, where he fought bravely alongside the clone soldiers and other Jedi. However, while battling Separatists on Talus, Kento met a young Jedi freedom fighter named Mallie, and the two fell in love. Kento began seeing the war through her eyes and soon realized that every battle sundered families, devastated communities, and left tragedy in its wake. Even worse, every conflict brought the chance of his or her death, and the possibility that they would never see each other again. Kento and Mallie secretly married but continued fighting for the Republic until Mallie learned she was pregnant.

Torn between their loyalty to the Jedi and their new family, Kento's and Mallie's reservations about the war continued to grow. They began to feel that the war was only sowing seeds of hate throughout the galaxy and that the Jedi were partially responsible for perpetuating the conflict. On the eve of Order 66, Kento and Mallie disguised themselves as medics and slipped away into the Outer Rim, hoping to raise their child far from the raging conflict. When Kento later learned that the clone troopers had turned against the Jedi, he was wracked with guilt but remained with his family as they moved from planet to planet in search of a safe haven.

Kento and Mallie eventually settled on Kashyyyk, where they befriended the fiercely loyal Wookiees, who kept careful watch over their young son. Sadly, Mallie was killed while defending several Wookiees from a group of mercenary slavers, leaving Kento to raise the boy alone. The Emperor's spies learned of the slavers' fight with the Jedi, and Darth Vader was sent to Kashyyyk to hunt down the fugitive. Kento fought bravely against the Sith Lord but was ultimately defeated. Vader discovered and kidnapped the powerful boy, intent on training him as his Secret Apprentice.



JEDI KNOWLEDGE

Though you face Master Kento in battle, you only do so as Darth Vader in the first mission.

Imperial Enemies

Imperial Stormtroopers



Elite shock troops fanatically loyal to the Empire and impossible to sway from the Imperial cause, Stormtroopers wear imposing white armor offering a wide range of survival equipment and temperature controls that allow the soldiers to survive in almost any environment. Stormtroopers wield standard-issue E-11 blaster rifles and attack in hordes to overwhelm their enemies.

Stormtrooper Commanders

The Stormtrooper Commanders patrol hostile battlefields, leading their troops into fierce combat on dangerous worlds such as the fungus planet Felucia. With razor-sharp minds and steely resolve, these highly trained Imperial soldiers continue the reputation established by the Clone Wars' fearsome ARC troopers. Clearly visible in their uniquely detailed armor, the Commanders confront enemies such as the savage Felucians with deadly heavy blaster cannons equipped with a devastating stun setting. They are rewarded for their loyalty with specialized armor fitted with an internal shield generator capable of deflecting nearly any attack save a lightsaber. Most importantly, the Stormtrooper Commanders are entrusted with command over the Empire's elite Shadow Troopers, with authority to call in reinforcements and trigger ambushes without clearance from Imperial high command. Stormtrooper Commanders typically hang back and stun the most threatening enemy, who is then overwhelmed by Shadow Troopers.



Shadow Troopers

The Shadow Troopers form an elite squadron of Imperial Stormtroopers who have been assigned experimental cloaking armor that allows them to disappear in virtually any environment. The Shadow Troopers are trained to use this advanced technology to ambush their enemies, often surrounding victims before they can defend themselves. The unit's standard weapon is a light repeater cannon. Because of the cannon's energy requirements, it must be powered by the shadow armor's energy cells and thus can only be fired when the armor is "uncloaked." In combat, Shadow Troopers typically fire a short cannon burst, cloak and move to a new position, then open fire again. They will almost always try to remain out of range of enemies but will rush a target who has been stunned by a Stormtrooper Commander's stun blast. In addition to their personal cloaking devices, the Shadow Trooper's armor is laced with durasteel



fibers, making it much more resistant to physical and energy attacks than standard-issue Stormtrooper armor. Shadow Troopers are generally powerful reserve units, backing up standard Stormtrooper squadrons and only appearing when a battle turns against the Empire and Stormtrooper Commanders call for reinforcements.

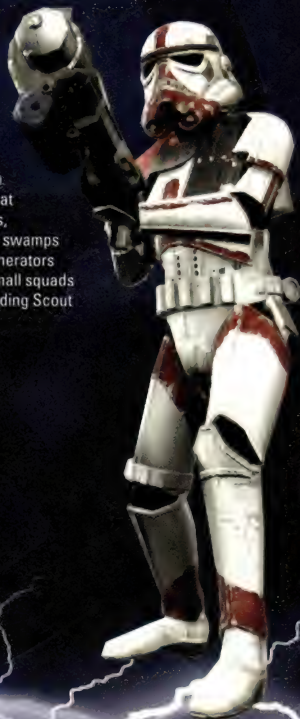
Imperial EVO Troopers



The Imperial EVO Troopers (or "Environmental" Troopers) are trained to survive in the galaxy's most treacherous weather conditions and environments. The EVO Trooper is equipped with advanced survival armor and other gear capable of withstanding hazards such as extreme heat, rivers of acid, and poisonous atmospheres. Each EVO Trooper's FA-3 flechette launcher fires a spread of lethal projectiles that can hit multiple targets and ricochet off surfaces for added carnage. The EVO armor's most formidable feature is its ability to act as a "lightning rod," capable of absorbing sudden energy discharges, including lightning strikes. Once absorbed, this energy can be channeled into the EVO Trooper's flechette launcher to generate a powerful stun blast. EVO Troopers are usually deployed to toxic or inhospitable worlds, which often puts them into conflict with hostile alien species adapted for life on those planets. To ensure ruthlessness in the EVO Trooper ranks, many EVO Troopers are handpicked from Stormtroopers who have displayed a hatred toward nonhumans.

Imperial Incinerator Troopers

Another of the Empire's many Stormtrooper variants, Incinerator Troopers are deployed primarily to raze subjugated planets and incite fear in the local populace. The Incinerator Trooper's primary weapon is a destructive plasma cannon that can quickly turn healthy crops, lush forests, and even vibrant swamps into charred wastelands. Incinerators are typically organized into small squads bolstered by other units, including Scout Troopers and EVO Troopers.



Imperial Jumptroopers

The Imperial Jumptrooper is an air-to-ground attack unit trained to engage airborne, entrenched, or otherwise inaccessible enemies. The Jumptroopers are also trained in hit-and-run tactics, ambushing opponents from above, and often provide other Stormtrooper squadrons with air cover during pitched battles. They are the primary Imperial units deployed to "keep order" on low-gravity worlds and atmospheric platforms such as Cloud City. Equipped with an advanced Imperial jetpack, the Jumptrooper bursts through the air in short spurts and can hover in place for extended periods. The Jumptrooper's long-range rail detonator is far more powerful than standard Imperial-issue weaponry and has no recoil, allowing the Jumptrooper to discharge the weapon without changing his flight path or being knocked off balance while hovering.



Imperial Officer



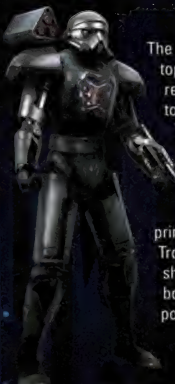
The legions of Stormtroopers and other soldiers who serve the Empire are under the command of a complex hierarchy of well-educated Imperial Officers. Most Imperial Officers are promoted for their tactical and strategic brilliance, sharp leadership skills, and sheer ruthlessness. While Stormtroopers are the first into battle, the Imperial Officers remain aloof, determining which planet to invade, which species to enslave, and which enemy to crush next. When forced into combat, Imperial Officers wield standard-issue blaster pistols that have surprising accuracy.

Scout Troopers



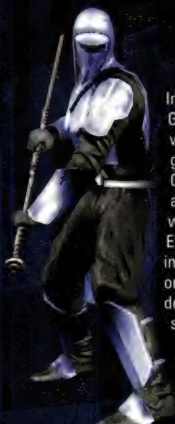
Lightly armored but highly mobile Imperial Stormtroopers, Scout Troopers are usually assigned to planetary garrisons to patrol perimeters, perform reconnaissance missions, and identify enemy locations. Because their mission profile usually requires long stints away from Imperial resupply, Scout Troopers are trained survivalists who often carry personal survival kits, portable power units, food supplies, microcords, and specialized gear designed for the local terrain. Scout Troopers are known for their self-reliance and ability to operate alone, and the Empire has discovered that these traits make Scout Troopers excellent snipers. Many Scout Troopers are armed with collapsible long-range sniper rifles equipped with powerful scopes and small targeting computers. The Scout Trooper's sniper rifle is deadly and extremely accurate but does emit a brief laser sight beam before firing.

Imperial Purge Trooper



The fearsome Purge Troopers are part of the top-secret Imperial Dark Trooper project, a research and development effort commissioned to create a wide range of advanced battle droids. The Purge Trooper is specifically designed for combat against Jedi and other Force wielders. The droid's armored chassis is protected by refined cortosis, an ore that reduces the damage caused by lightsaber attacks; and its primary weapon is a lethal energy blade. The Purge Trooper is also equipped with a high-powered, short-range rocket launcher and magnetic tractor boots that make it highly resistant to kinetic Force powers such as Force Grip and Force Push.

Imperial Senate Guards



In years past, the well-trained Imperial Senate Guards were dedicated civil servants charged with protecting senators as they traveled the galaxy. Since the rise of the Empire, the Senate Guards have become part of the Emperor's army of ruthless agents. Though they still travel with senators—often to ensure loyalty to the Emperor—they are also stationed on key Imperial installations to protect high-ranking officials, sent on assassination missions, and deployed to hunt down Force wielders. The Senate Guards rely solely on melee attacks using cortosis pikes.

Imperial Royal Guard

The Imperial Royal Guard serve the evil Emperor as his personal bodyguards, assassins, and executioners. Clad in crimson robes and sinister helmets, members of the Royal Guard are always at Palpatine's side and remain fanatically loyal to his dark vision. The Emperor has selected each member of the elite Royal Guard from the ranks of only the most successful Stormtroopers. Criteria for admission into the Imperial Royal Guard include great strength and intelligence, along with an unwavering devotion to the Empire. Despite their constant presence alongside the Emperor, very little is known about the workings of the Royal Guard. The unit is so secretive that suggestions as to its numbers have ranged from 50 to tens of thousands. Although trained in the use of many weapons, the Royal Guard typically wield Force pikes, which they combine with hand-to-hand attacks during combat. They are also somewhat resistant to the Force, allowing them to withstand Force powers that would easily dispatch Stormtroopers.



Imperial Interrogation Droid

The Imperial Interrogation Droid was designed by the Imperial Security Bureau for use in questioning prisoners. The black sphere is equipped with a wide range of probes, sensors, and needles, as well as a personal repulsor lift and retractable vibro-blades. They can also emit a low-intensity electroshock that can stun victims. Most frightening is the Interrogation Droid's artificial intelligence, which allows it to analyze each individual's physical and chemical weaknesses. Several Interrogation Droids are used aboard the ISS *Empirical* to monitor and control volatile alien specimens.



Shadow Guards

Few Imperials know the true origins of the mysterious and powerful Shadow Guard. The silent, enigmatic warriors receive orders directly from Emperor Palpatine and are often sent to eliminate suspected Jedi and other Force wielders. The Shadow Guard boast limited Force powers of their own and are capable of wielding lightsaber lances, which has led some Imperials to speculate that the Shadow Guard are, in fact, Jedi who have been captured, tortured, and brainwashed by the insidious Palpatine. Others believe the Shadow Guard are simply loyal members of Palpatine's red-robed Imperial Royal Guard, who have been secretly trained in the basic Sith arts. Whatever the truth, the Shadow Guard command immense respect within the Imperial ranks and often lead elite Imperial Commandos into battle against the Emperor's most hated enemies.



AT-CTs

The AT-CT, or All-Terrain Construction Transport, is an industrial walker designed specifically for use in building Imperial facilities. Designed around the chassis of a standard AT-ST walker, the AT-CT is equipped with small but powerful tractor beams that enable the pilot to easily lift and move heavy metal plates, durasteel girders, and other construction materials.

Because of its similarity to the standard AT-ST, the AT-CT is often operated by a trained scout walker pilot and gunner for peak efficiency. In the event an AT-CT falls under attack, the seasoned operators can use the vehicle's tractor beams as an offensive weapon, hurling large objects at enemies.



AT-KTs

The Kashyyyk deployment variant of the AT-ST is designed to root out insurgents and enemy scouts from terrain that offers heavy cover. Rather than acting as an antivehicle platform, the AT-KT (also sometimes referred to as the "Hunter" scout transport, or AT-STh, when deployed on other worlds) is specifically an antipersonnel walker, with heavy weapons designed to fire through foliage, light bunkers, and camouflage. Moreover, the vehicle's weapons are primarily used to stun targets (since dead Wookiees make poor slaves), ensuring that even the most rebellious insurgents live to serve the Empire as laborers.



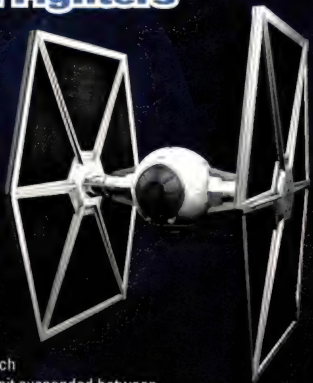
AT-STs

The All-Terrain Scout Transport (AT-ST) is a vital component of Imperial ground forces due to its speed, maneuverability, and precise weaponry. Each scout walker is manned by a pilot and a gunner, who enter the command pod via a small hatch atop the armored module. Together, the two-man crew uses the vehicle to protect ground troops and provide heavy support fire. The AT-ST's highly maneuverable armored "head" is adorned with a light blaster cannon, a concussion-grenade launcher, and twin blaster cannons, all used to provide covering fire for ground troops. Several variations of the AT-ST chassis are employed through the galaxy, each suited to their unique environments.



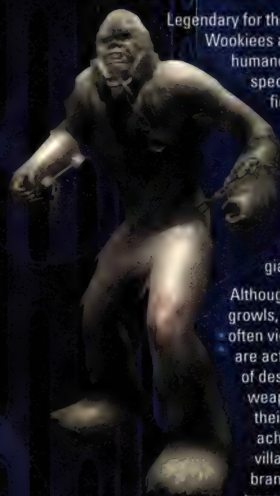
TIE Fighters

In order to consolidate power over countless worlds, the Empire has established a massive military war machine. Huge factories have begun to appear in every corner of the galaxy, producing weapons, ships, even armies of Stormtrooper clones. The TIE Fighter, a small and agile single-pilot starfighter, is being mass-produced to form the backbone of the Imperial fleet. This small vehicle, which consists of a spherical cockpit suspended between a pair of immense solar array wings, utilizes advanced twin ion engines and was designed primarily for speed. In order to decrease the vehicle's weight, it has not been equipped with life-support systems, deflector shields, or hyperdrive engines. Armed with only a pair of standard laser cannons, the mass-produced TIE Fighters must rely on greater numbers to overwhelm enemy forces.



Kashyyyk Enemies

Wookiee Slaves



Legendary for their immense strength, the Wookiees are the powerful, hair-covered humanoids native to Kashyyyk. As a species, Wookiees are honorable, fiercely loyal, and very protective of their families. While generally gentle, Wookiees can experience terrifying berserker rages, making them among the galaxy's most fearsome warriors. Wookiee soldiers are typically armed with giant ryyk blades and bowcasters.

Although they speak in a series of growls, grunts, and roars and are often viewed as primitive, Wookiees are actually quite intelligent, capable of designing and building advanced weapons and even starships. Among their most amazing architectural achievements are the sprawling villages they construct in the branches atop Kashyyyk's massive trees.

After the Empire subjugated Kashyyyk, many Wookiees were captured. The Empire relies on the Wookiee's immense strength and stamina to help build its fearsome war machine. Wookiee Slaves have been shipped all across the galaxy and forced into hard labor in dangerous crystal mines, Imperial bases, and space-station construction sites. Although beaten and threatened by the Empire at every turn, many Wookiee Slaves remain defiant and are awaiting their chance to strike back at their captors.

Wookiee Berserkers

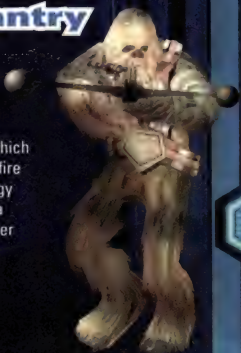


Nearly all Wookiees are ferocious combatants, but the Wookiee Berserkers have been trained to channel their strength and legendary Wookiee rage into a viable fighting form. Kashyyyk's first line of defense, Wookiee Berserkers are stationed in villages across the planet. They typically wield enormous ryyk blades and are extremely protective of their kin.

When faced with an enemy force, Berserkers will leap into combat with wild abandon; although this tactic initially seems reckless, it is designed to draw enemy fire away from more vulnerable Wookiees, including support soldiers armed with bowcasters.

Wookiee Infantry

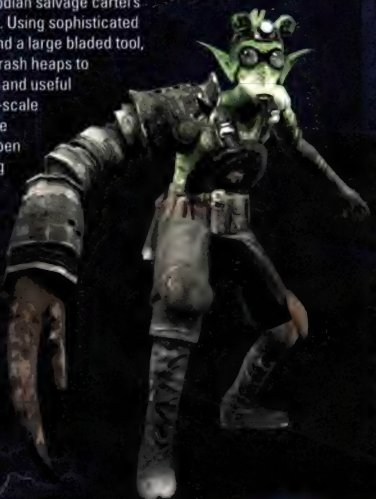
Despite their seemingly primitive society, Wookiees long ago learned to design and build a variety of blasters and other ranged weapons. Wookiee Infantry are trained to wield a laser crossbow, commonly known as a "bowcaster." A traditional Wookiee weapon, which requires a Wookiee's great strength to cock and fire accurately, the bowcaster launches deadly energy quarrels. Wookiee Infantry typically attack from a distance, relying on Wookiee Berserkers and other soldiers to slow advancing enemies.



Raxus Enemies

Rodian Rippers

The Rippers are the Rodian salvage cartel's excavation specialists. Using sophisticated zero-g lifter devices and a large bladed tool, they can burrow into trash heaps to find the most valuable and useful artifacts. During large-scale salvage operations, the Rodian Rippers tear open starship hulls, allowing Jawa scavengers to enter and dissect the derelict vessels. The Rippers' excavation tools can also be used as formidable weapons, which has become a necessity in the increasingly hostile environment of Raxus Prime.

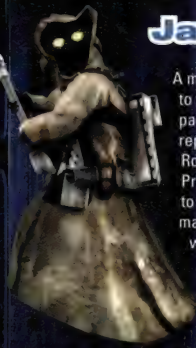


Rodian Heavy Defenders

Wherever the twisted wrecks of starships can be found, scavengers of many varieties will be close by, looking to make a fast and easy credit by salvaging anything and everything that can be sold to the highest bidder. On Raxus Prime, many salvage operations have made their home among the mountains of refuse. A particularly large cartel of scavengers, composed primarily of Rodians, has established an extremely profitable operation dissecting crashed starships; the cast-off vessels provide them with a seemingly never-ending supply of parts and income. In recent years, as the Rodian salvage cartel's operation expanded, the scavengers have run afoul of Kazdan Paratus, a Jedi in hiding on Raxus Prime. While the Rodians initially suffered heavy losses in their battles with Kazdan and his Force-imbued golems, they have since organized to defend themselves. The large and well-armed Heavy Defenders are the cartel's most formidable soldiers. They wield massive repeater cannons capable of blasting apart any of Kazdan's droids who come within range. During salvage operations, the Heavy Defenders first surround and secure a starship, then protect the vessel as Rodian Rippers tear it open and Jawa laborers enter the ship to surgically remove any usable components.



Jawas



A mysterious scavenger species native to the deserts of Tatooine, Jawas are particularly adept at dismantling and repairing machinery of all kinds. The Rodian salvage cartel that controls Raxus Prime transplanted a large clan of Jawas to the junk world to help collect valuable machine parts. The Jawas reluctantly work for the Rodians, scavenging through mountains of garbage and cutting apart derelict starship hulls, collecting anything and everything that might still be usable. Jawas are generally timid and pose little threat,

but when antagonized, they will use their plasma torches and excavation grenades to lethal effect.

Scrap Guardians

Found on the junkyard world of Raxus Prime, the imposing Scrap Guardians are the core component of Kazdan Paratus's droid army. Composed of detritus and cast-off parts, the powerful golems are actually held together and animated by the Force. This enables them to resist some Force powers, including Force Push, though they are highly susceptible to sudden energy surges, such as those caused by Force Lightning. The sentinels are designed to defend Kazdan against the hordes of opportunistic scavengers and are well suited to battling a Sith, should Darth Vader or the Emperor ever find Kazdan's hiding place. They can also act as his eyes and ears, alerting him to an enemy's approach well in advance.

Scrap Drones



Another of Kazdan Paratus's Force-imbued creations, the Scrap Guardians are devious flying golems designed specifically to combat Darth Vader, who Kazdan knew would one day find him. Capable of creating a powerful negative feedback field, they can attack with a beam that actually drains Force energy from its victims.

Junk Titan

The strongest and most effective of Kazdan Paratus's Force-powered golems, the Junk Titan is a nearly unstoppable juggernaut of incredible power. The Titan's sheer size and strength allow it to crush most opponents with its dense clublike arm or to hurl large pieces of junk at enemies. However, the formidable Junk Titan can also use the Force to repel attackers.



Felucian Enemies

Felucian Warriors and Dark Felucian Warriors



Natives of the immense fungus forest of the planet Felucia, these unusual creatures were long thought to be primitive and savage. While they have not developed any form of advanced technology, the Felucians have survived and even flourished without it, largely because of their innate connection to the Force. While not as powerful as trained Jedi, the Felucians can use the Force to command and control their environment and its creatures, including fearsome Rancors. However, they have often struggled to resist the dark side, and many tribes have descended into violence and madness over the eons.

The entire Felucian species was threatened during the Clone Wars, when large-scale battles left vast portions of their world scarred and uninhabitable. In recent years, the Felucians have managed to aid the forest in its regeneration. When Shaak Ti discovered the Felucians, she began teaching them to use their connection to the Force for both attack and defense. She also encouraged them to resist the temptation of the dark side.

The Felucian species is stratified into a caste system, allowing members of each tribe to perform specialized duties. The Felucian Warriors serve as the backbone of the Felucian tribes, using their innate Force powers for defense and hunting. They can use the Force to generate small spheres of compressed air, which they can hurl to stun and even kill prey. They have also learned to imbue their brutal jawbone weapons with the Force, strengthening them for both increased damage and defense against other weapons, including lightsabers. All Felucians can blend into their surroundings and can crawl along nearly any surface. The Felucian Warriors use these abilities to ambush prey from virtually any vantage point.

When the Felucians allied themselves with Shaak Ti, her influence kept them from slipping to the dark side. When Shaak Ti was murdered, the Felucians succumbed to anger and hatred, eventually embracing the dark side completely. Their strong connection to the dark side has had dramatic effects: The Felucians have physically changed in appearance, their features twisting into hideous masks. They have also become much more vicious and aggressive, recklessly attacking anything they view as a threat. The Felucian Warriors retain their formidable fighting skills and basic Force abilities, but the dark side has made them stronger and much more resilient.

Felucian Shamans and Dark Felucian Shamans



The Felucian Shamans are the spiritual leaders of the Felucian species. They use their Force talents to surround their fellow Felucians in a dangerous aura that will harm any attackers. The Shaman's horn will also call nearby Felucians into battle, summoning camouflaged Warriors from the jungle depths. When pressed into combat, the Shamans will usually attempt to evade or flee, using a combination of the Force and their innate camouflage abilities to seemingly teleport a safe distance away from any enemies.

As with their Warrior and Chieftain brethren, the Felucian Shamans devolve under the influence of the dark side. With their strong connection to the Force, the Shamans retain much of their intelligence and their ability to call hordes of Warriors into battle, but they lose all sense of good and compassion and will send wave after wave of Felucians to their deaths just to satisfy their bloodlust.

Felucian Chieftains and Dark Felucian Chieftains



The Felucian Chieftains are the leadership caste of the Felucian species. Massive and commanding, the Chieftains inspire awe and fear in their followers. Though slower than the Felucian Warriors, the Chieftains are much harder, with dense flesh that protects them from attacks. They are also incredibly strong and train from an early age to wield a ceremonial staff in combat. A Chieftain can channel the Force through his weapon, drawing on Felucia's web of living energy to create a powerful blast of energy. To increase their effectiveness, many Chieftains also carry sturdy shields that have been constructed using the Force.

With the guiding light of Shaak Ti gone, the Felucians fell to the dark side; the Chieftains devolve the most dramatically under the influence of evil. Originally trained to defend and lead their people, the Chieftains now care only about killing. They rampage across the planet unchecked, blindly attacking anything they encounter.

Cloud City Enemies Ugnaughts and Uggeraughts



Short, stocky humanoids with porcine faces, Ugnaughts are considered loyal and hard-working. They are a major component of the labor force on Bespin's Cloud City, where they have been employed by various corporate interests to construct the massive Tibanna gas-processing plants, carbon-freezing chambers, and majestic skyscrapers of the city proper. The Ugnaughts live on construction platforms surrounding the half-finished Cloud City, where much of the raw materials for the project are produced to be ferried over. Ugnaughts are generally peaceful but can be provoked to violence. In combat, they will grab whatever is handy, from broken bottles to construction-grade plasma torches.

Affectionately referred to as "Uggeraughts," the bipedal construction vehicles the Ugnaughts operate are actually modified electromagnetic load-lifting maintenance exoskeletons manufactured by Bespin Motors. Uggeraughts are piloted by a driver and an operator, who work in tandem to tackle large construction jobs.

Equipped with plasma torches and powerful magnetic projectors capable of lifting even the heaviest materials, Uggeraughts are invaluable assets aboard the various construction platforms throughout Bespin. Though the Uggeraught is primarily a vehicle designed for hard labor, it can become very dangerous if operated by angry Ugnaughts!

Rancors and Bull Rancors

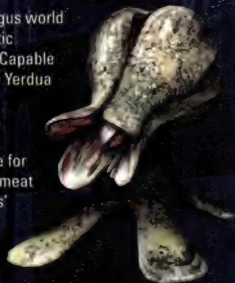


Felucians have had some luck in domesticating them for use as combat mounts; like the Nightsisters of Dathomir, the Felucians are inherently Force sensitive, which seems to be critical in the process of training Rancors. Felucians typically paint their Rancors with phosphorescent dyes, which can confuse and frighten prey.

An ancient Rancor monster, the near-mythical Bull Rancor is marked by its pale flesh, elongated tail, and immense horns sprouting from its massive head. The Bull Rancor is generally a solitary creature who guards the legendary "Rancor graveyard" on Felucia. The creature is much more aggressive than its younger brethren, and the Felucians believe it can't be captured or tamed. However, the Force-wielding Maris Brood has formed a strong bond with the ferocious beast. The Bull Rancor is now intensely loyal to Maris and will fight to the death to protect her.

Yerdua Poison Spitters

A semi-sentient plant found on the fungus world of Felucia, the Yerdua enjoys a symbiotic relationship with the native Felucians. Capable of emitting streams of thick venom, the Yerdua is trained by Felucians to protect their villages, ceremonial sites, and travel corridors from wild Rancors and other predators. In return, the Felucians care for the Yerdua, feeding the creatures raw meat and removing parasites from the plants' delicate stalks.



Kota's Militia

When Master Kota was a general in the Clone Wars, he refused to have anything to do with the clone army. Kota never trusted the clones and instead formed his own unique unit of hardened soldiers. He recruited and built this small army from local militias, mercenary groups, and even Separatist prisoners of war. After Order 66, which saw thousands of Jedi assassinated by the clone troops, most of Kota's soldiers remained loyal to their general and accompanied him into hiding. Kota and his men have recently emerged from seclusion, conducting hit-and-run operations against key Imperial targets throughout the galaxy. Though not officially a rebellion, Kota's ragtag group has caused enough trouble to gain Darth Vader's attention.



Militia Elites

Kota's most skilled and proficient soldiers receive the honor of joining his heavy-weapons detail, often providing cover fire for other militia members and defending key positions during raids. Wielding massive repeating blasters, these dangerous enemies can clear entire rooms and cause mayhem and confusion among even the most hardened Imperial soldiers.



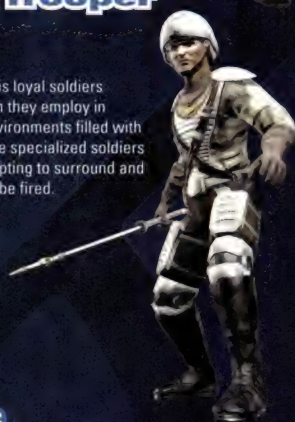
Militia Saboteurs



Armed with standard blaster rifles and cylindrical thermal grenades, General Kota's saboteurs form the backbone of his militia. These soldiers maneuver in small tight-knit groups and are well trained in hit-and-run tactics.

Militia Trooper

General Kota has trained some of his loyal soldiers to use energized stun batons, which they employ in close-quarters melee combat in environments filled with explosives and other hazards. These specialized soldiers generally rush their enemies, attempting to surround and overwhelm them before a shot can be fired.



Boss Enemies

Some boss enemies have already been profiled in previous sections. Master Kento, General Kota, and even Shadow Guards, for example, appear as bosses in certain levels but typically double as nonplayable characters or regular enemies.

Kazdan Paratus

As a young Padawan, Kazdan Paratus displayed an uncanny aptitude for technology and an aversion to the rigorous physical training required to become a Jedi Knight. His time at the Jedi Temple would have ended if he had not ingeniously passed the Jedi Trials using his most honed weapon—his intellect. A master machinist and robotics engineer, Paratus used this passion and innovative thinking to outwit his master and succeed where many others had failed in their first attempts. By constructing a sophisticated and deadly combat droid and using his own proficiency with the Force, Kazdan navigated the trials perfectly. The Council was so impressed with his performance that he was immediately bestowed the honorific title of Jedi Knight and was assigned an instructor's position at the School of Padawans.

For many years, Kazdan Paratus remained on Coruscant, creating a veritable army of sophisticated droids to aid in the training of Jedi Knights. Although Paratus rarely fought, he mastered the use of kinetic energies and could animate droids with the Force in remarkably realistic ways. When the Clone Wars began, Kazdan agreed to become a Jedi general, but only so he could fight and study the Confederacy's advanced battle droids firsthand. To ensure he could navigate battlefields easily, the diminutive Jedi cobbled together a harness equipped with several long, spidery legs. This invention gave Kazdan surprising speed and agility, and when combined with his skillful use of his special lightsaber pike, it allowed Kazdan to single-handedly destroy legions of Confederacy droids.

In the waning days of the Clone Wars, Kazdan returned to the Jedi Temple to continue training young Padawans. But when Order 66 brought Darth Vader to the Temple's doors, Kazdan suffered a moment of panic. While other Jedi stood face-to-face with Vader and the clone army, Kazdan fled Coruscant in a nondescript freighter, with only his tools and several

prototype droids in tow. Wracked with guilt over his cowardice, Kazdan exiled himself to the remote junkyard planet of Raxus Prime, intent on building an army of droids to one day destroy Vader and the Emperor. However, as the years passed, the reclusive Jedi slowly devolved into a paranoid, frightened, and sometimes delusional hermit. His devotion to the Jedi Order manifested in his obsessive desire to rebuild it—out of the metal scraps and other junk surrounding him. He even constructed a version of the Jedi Temple, complete with replicas of the Jedi Council members. Kazdan's madness has made him a far more dangerous foe. He will fight to the death to defend his rebuilt Jedi Order, using the Force to conjure droid soldiers and to violently repel any perceived threats.

Shaak Ti

A hero of the Clone Wars, Master Shaak Ti is one of the last surviving members of the Jedi Council. She is a Togruta, a humanoid species from the planet Shili. To protect themselves from the dangerous predators of their homeworld, the Togruta band together in dense tribes and rely on their disruptive natural pigmentation patterns to confuse the slow-witted beasts.

They also boast hollow montrals on their heads that allow them to ultrasonically sense the space around them. The highly independent Shaak Ti is a notable exception to the communal-minded Togruta, preferring to operate alone. Nonetheless, her heritage is evident in her accuracy and agility when moving and fighting in bustling crowds.

During the Clone Wars, Shaak Ti participated in numerous key offensives. She was among the 200 Jedi who stormed Geonosis to rescue Obi-Wan Kenobi and Anakin Skywalker from Separatist forces, and she later coordinated the defense of the cloning facilities on Kamino. She also fought on Centares and Dagou, and confronted the terrifying Separatist General Grievous in order to protect Emperor Palpatine, who she didn't realize at the time was evil. Soon after, the Jedi discovered that Palpatine was the evil mastermind Darth Sidious. Mace Windu and several others went to arrest him, leaving Shaak Ti in charge of the Jedi Temple's defenses. Shaak Ti was deep in meditation when Darth Vader and his forces stormed the Jedi Temple. She quickly rallied other Jedi and fought bravely to repel the attack, but it was soon obvious that the Temple would be lost. After ensuring that several Padawans and their masters escaped, Shaak Ti reluctantly fled on her own.

While wandering the galaxy in search of other Jedi, Shaak Ti discovered a young Padawan named Maris Brood. Master Ti was initially reluctant to take Maris as her apprentice; she had already trained two Padawans in her career, only to see both fall victim to criminal killers shortly before their graduation to Knighthood. However, Shaak Ti sensed that Maris was tormented by her hatred for Darth Vader and spirited her away to the lush fungus planet Felucia. Shaak Ti became a respected Felucian Chieftain, commanding tribes of Force-sensitive natives. Dedicated to teaching them to control their burgeoning abilities, she hoped they could defend Maris should Darth Vader find her and prevent the barbaric Warriors from slipping to the dark side.

Captain Ozzik Sturn



A child of privilege and wealth, Ozzik Sturn used his family connections to ensure his advancement in the Empire.

Born to a long line of celebrated trophy hunters, Ozzik Sturn has carried on the family tradition of hunting down the most exotic and dangerous predators in the galaxy. While his Imperial deployments initially allowed him to travel the galaxy in search of his next quarry, his eventual promotions prevented him from continuing the hunt. He desperately hoped for the chance to pursue a Jedi as part of Darth Vader's Great Purge and was frustrated when sent to a long series of low-profile Outer Rim outposts. While stationed as the chief magistrate on Malastare, he began to clandestinely release prisoners into his own secret hunting reserve, purely for the purposes of stalking intelligent prey. While his private hunting grounds went undetected for some time, its eventual discovery sparked a revolt among the native Dug and Gran populations, which resulted in high casualties for the Empire. Now stationed on Kashyyyk, where he oversees the subjugation of the Wookiees, Sturn has fallen into his old routines, tracking down and killing Wookiee warriors.

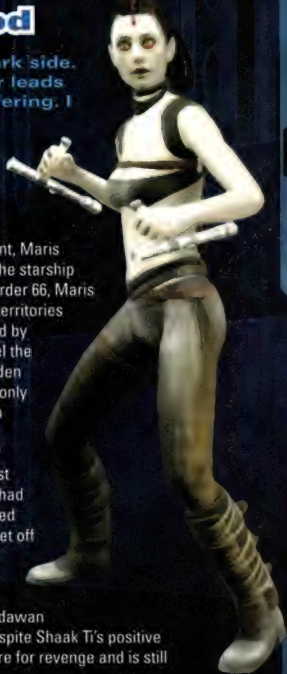
Maris Brood

"Fear is the path to the dark side. Fear leads to anger. Anger leads to hate. Hate leads to suffering. I sense much fear in you."

—Master Yoda, *Star Wars: Episode I The Phantom Menace*

Like many of her peers, Maris was discovered by the Jedi as an infant. However, rather than receiving formal training at the Jedi Temple on Coruscant, Maris was tutored by a Jedi warrior aboard the starship *Gray Pilgrim*. When Palpatine issued Order 66, Maris and her master were in the Outer Rim territories and were thus not immediately affected by the initial purge. But her master did feel the ripples in the Force caused by the sudden deaths of so many Jedi. After meeting only silence with every transmission sent to the Jedi Temple on Coruscant, Maris's master took his starfighter in search of answers. He never returned, but his last message revealed that the Jedi Order had been all but destroyed by a villain named Darth Vader. Seeking revenge, Maris set off in search of Vader. However, before she could ever confront the Dark Lord, Maris was discovered by Jedi Master Shaak Ti, who convinced the angry Padawan to disappear into hiding on Felucia. Despite Shaak Ti's positive influence, Maris harbors a strong desire for revenge and is still intent on confronting Darth Vader.

When Vader's apprentice arrived on Felucia, Shaak Ti ordered Maris to disappear into hiding. Although Maris desperately wanted to fight alongside her master, she relented and vanished into the Felucian wilderness. When she later learned of Shaak Ti's death, Maris was grief-stricken and enraged. Over time, her anger and fear corrupted her, and she eventually fell prey to the dark side. When Maris took control of the native Felucians, they, too, embraced the dark side, transforming into hideous monsters that stalk the planet.



The Emperor (Emperor Palpatine)

"The dark side of the Force is a pathway to many abilities some consider to be unnatural."

—Palpatine, *Star Wars: Episode III Revenge of the Sith*

The diabolical Sith Lord who rules the galaxy through fear, Emperor Palpatine ordered the destruction of the last Jedi Knights and corrupted his menacing apprentice, Darth Vader. A conniving schemer, Palpatine first rose to power in the Senate, eventually becoming Supreme Chancellor of the Republic by pretending to be a friend to the Jedi Order and a staunch defender of democracy. But Palpatine secretly plotted against the Jedi and the Republic in his dual identity as Darth Sidious. As Sidious, he trained the Sith Lord Darth Maul, recruited Count Dooku and General Grievous to his side, and masterminded the creation of the Confederacy of Independent Systems and its Separatist army. When the galaxy was faced with the threat of a galactic civil war—a conflict Palpatine/Sidious secretly orchestrated—Palpatine manipulated the Senate into granting him emergency powers that allowed the creation of a Grand Army of the Republic. He quickly took control of the Republic and steered the galaxy into conflict. He continued to profess his loyalty to the Jedi while sending Jedi generals to the front lines and manipulating young Anakin Skywalker into believing that the Jedi Order was corrupt. After the Confederacy's defeat, Palpatine betrayed the Jedi when he issued Order 66; upon his command, the Republic's clone troopers turned against their Jedi generals, slaughtering thousands before they could react. With the Jedi nearly extinct, Palpatine was able to declare himself Emperor, transforming the Old Republic into the first Galactic Empire.

Since declaring the Republic an empire, Palpatine promoted the doctrines of hatred, speciesism, and tyranny. He has violently eliminated all opposition, forcing senators such as Mon Mothma and Garm Bel Iblis to disappear into hiding. He uses Darth Vader as his enforcer and hounds the remaining Jedi Knights, murdering the last of this noble sect to ensure that he will never be challenged. Meanwhile, he has launched a massive military buildup and begun constructing incredibly destructive starships, space stations, and weapons. Under Palpatine's rule, hundreds of worlds have been enslaved or ravaged, dissidents murdered, and entire industries nationalized.

Beneath her defiant and wicked exterior, Maris harbors a deep fear of Darth Vader discovering her. When Imperials invaded Felucia and began a bloody war with the natives, Maris was certain that she was about to be exposed. She hid herself from the Imperials, secretly spying on them and watching for any sign of the Sith Lord. A short time later, her Felucian scouts spotted an Imperial transport landing on the planet. Unable to stifle her curiosity, Maris visited the landing site to discover that the pilot was Senator Bail Organa, who had come to Felucia in search of Shaak Ti. Although he knew the trip would put him in great peril, Bail sought Shaak Ti's help in rescuing his daughter from Imperial forces on Kashyyyk. Still believing that Darth Vader would soon arrive on Felucia, Maris recklessly attacked and captured the senator. She held him hostage, hoping to trade him to Darth Vader in exchange for her life.

Although undisciplined and emotional, Maris is a skilled combatant. She is quick and agile, and has mastered a unique lightsaber fighting style that relies on rapid strikes. She has also learned to use the Force to mask herself and become invisible to the naked eye. She uses this ability to vanish for short periods of time before suddenly ambushing her opponents with a vicious attack.

Darth Vader

The personification of evil and fear, Darth Vader is Emperor Palpatine's relentless enforcer. Born Anakin Skywalker, Vader was a spirited and talented child who exhibited strong Force potential. At an early age, he became an expert pilot and was one of the heroes of the Clone Wars, along with his mentor, the general and Jedi Obi-Wan Kenobi. Obi-Wan trained Anakin in the use of the Force, but then-chancellor Palpatine recognized Skywalker's potential and began secretly grooming him to become his own apprentice. Anakin was torn between his loyalty to the Jedi Order and to Palpatine, who promised that Anakin could prevent the deaths of those he loved by mastering the power of the dark side. Skywalker eventually discovered that the chancellor was a Sith Lord but was left behind at the Jedi Temple when Mace Windu and other Jedi set out to arrest Palpatine. Anakin recklessly left the Temple, arriving at Palpatine's quarters just as Mace Windu was about to destroy the chancellor. He lashed out to protect Palpatine, ensuring Windu's demise. The chancellor claimed that Anakin had now become a Sith Lord and dubbed him "Darth Vader."

For his first act as Palpatine's disciple, Darth Vader led a brutal attack on the Jedi Temple, slaughtering most of the Jedi Knights, Masters, and even younglings inside. He then traveled to Mustafar to destroy the remnants of the Confederacy. Obi-Wan Kenobi pursued Vader to the volcanic planet, and the two engaged in a terrible duel that led to Vader's fall into a molten pit. Having declared himself Emperor, Palpatine soon arrived to rescue Vader, who was transformed into a shell of his former self, his shattered body sustained by specially built armor and a breathing apparatus. Despite this, Vader continued serving the Emperor and led the efforts to hunt down and exterminate the remaining Jedi Knights.

Although seemingly loyal to the Emperor, Darth Vader harbors much anger toward his master and secretly plots to overthrow him. As part of his plan, Vader has taken a young apprentice, corrupting the boy and training him in the ways of the dark side, all with the promise that one day they will destroy the Emperor together.



WELDING THE FORCE

Basic Controls

The following pages will reveal the subtle ways of the Force and how to master the basics. Every great Jedi or Sith began by learning the basics of battle. The Training option in the Pause menu provides equally useful courses on basic controls and provides several training challenges. We're listing the basics here so they are by your side as you progress through your journey. We'll also include tips for how and when to use these controls effectively.



JEDI KNOWLEDGE

When button presses are listed in the following sections, the first refers to Xbox and the second to PS3.

Movement



Action	Xbox 360	PS3
Walk	Lightly nudge	Lightly nudge left thumbstick
Run	Press firmly	Press left thumbstick firmly

Before setting out to tackle your foes, you must know how to move. To walk, lightly nudge the left thumbstick in the direction you want to go. The left thumbstick is pressure sensitive, so don't press it too hard unless you want to jump into a sprint. To run, press it all the way in the direction you want to run.

Though you may wonder why it is so important to know the difference between walking and running, keep in mind that it is much harder to block blaster fire while you're running. Fight your instinct to run everywhere. Take your time while navigating through your journey. If you sprint everywhere, you'll risk running headfirst into an ambush.

Jump and Double-jump



Action	Xbox 360	PS3
Jump		X
Double-jump		X, X

Jumping and double-jumping are staples of level navigation, and they're necessary for combat. Press or to jump once. To double-jump and reach higher ledges or avoid attacks, press or .

If you time your double-jumps well, you can avoid an enemy's attacks, Force attacks, or even incoming blaster fire. More importantly, use jump during boss battles to land on your feet safely once you've been thrown or hit with a Force Push attack.

Force Dash



Action	Xbox 360	PS3
Dash		

Force Dash is a perfect way to sprint away or toward an enemy. While walking or running, press or to Force Dash in the direction you're moving. The best use of Force Dash is to travel extra distances after executing a double-jump. While in battle, frequently double-jump and Force Dash to jump over an enemy and gain some distance. This can often be a lifesaving tactic, allowing you to reach distant ledges beyond enemy blaster fire or buying you time to replenish your Force meter.



SITH WISDOM

While locked on to an enemy or object, you can use Force Dash evasively by dashing to either side or backward.

Lock On



Action	Xbox 360	PS3
Lock on	Press and hold	Press and hold

One of the most effective tools during battle is your lock-on ability. Press or to lock on to an enemy during battle and focus solely on him. You won't be able to target any other enemies directly, so avoid using it while surrounded by enemy groups.

Your movement will also depend on who you're locked on to. Instead of running away, left or right, you'll back away or strafe around your enemy while you remain facing him. To disengage the lock and free your movement, release or . The lock-on feature is most effective against single or large enemies.



WOOKIEE WARNING

If you maintain a lock on large enemies like Rancors at all times during battle, you won't be able to run away from them as they come barreling down on you!



JEDI KNOWLEDGE

Red brackets around the enemy mean you're locked on to them. Blue brackets mean they're within targeting distance but you're not locked on.

Camera Control

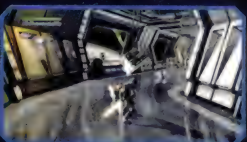
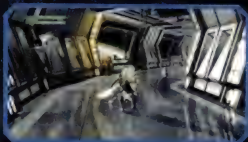


Action	Xbox 360	PS3
Look around		Right thumbstick
Center camera	Click	Click right thumbstick

Camera control is a valuable tool for players who want to find every hidden Holocron, and it is extremely valuable during battle and while navigating narrow passages. By swinging the camera around a corner, you can get a more detailed view of your surroundings and see what may be waiting just around the bend.

During combat, it is especially useful to string together long combos. As you transition from combo to combo, press in the camera control stick to center the camera and refocus your view.

Lightsaber Combat Basics

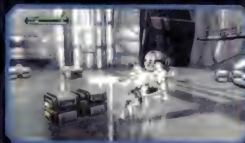


Action	Xbox 360	PS3
Lightsaber attack		

Not every enemy wields a lightsaber or a melee weapon, so you won't be using your lightsaber in every enemy encounter. Still, your lightsaber is your most important tool. Basic lightsaber combat begins with single slash attacks. Some enemies can be dispatched this way. To execute a slash attack, press or .

Though a single slash attack is effective at hurting one enemy, it is not as effective on multiple enemies at once. When a group of enemies surrounds you, string multiple slash attacks to form short basic lightsaber combos.

Basic Lightsaber Combos



Action	Xbox 360	PS3
Lightsaber combo 1		
Lightsaber combo 2		

Lightsaber combos are the most important part of your combat techniques. The most basic lightsaber combo (double slash attack) is great for swiftly dispatching single enemies. However, you will usually face multiple enemies and will need more than a one-two combo to get the job done. To execute a three-hit lightsaber combo, press or .

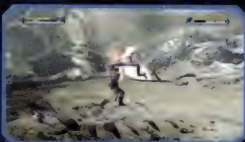
As your lightsaber proficiency grows and you can increase the damage from 'saber attacks, these two basic combos will become the basis of your entire fighting style.



JEDI KNOWLEDGE

How you fight is up to you. That is why any attack that begins with two or three lightsaber strikes is considered a lightsaber combo. Therefore, whenever the term "lightsaber combo" appears in the walkthrough, you can choose any attack that begins with the above-mentioned attack sequence.

Lightsaber Block



Action	Xbox 360	PS3
Lightsaber Block		

Your Sith instincts grant you lightning-fast reflexes. As such, you'll automatically deflect *some* blaster fire. In order to increase the amount of blaster fire you deflect, and even *reflect* some, you must block. When confronted by a wall of blaster fire, press or . This raises your lightsaber to blocking position and will reflect fire back toward the shooter rather than just deflecting it. Lightsaber block won't reflect all incoming fire, but it will significantly reduce the amount of damage you take while in battle. Of course, you can also use lightsaber block during battle to deflect an opponent's melee attacks.



JEDI KNOWLEDGE

You cannot move while blocking.



SITH WISDOM

Lightsaber block is also the first step in activating some of your other Sith powers such as Lightsaber Throw and Force Repulse.

Lightsaber Throw



Action

Xbox 360

PS3

Lightsaber Throw Hold (LT), then press (A) Hold (L2), then press (X)

Aside from Force Lightning, Lightsaber Throw is your most dependable ranged attack. Force Throw (see below) is great, but if there are no objects nearby to use as projectiles, you won't have anything to throw from a distance. Luckily, you always have your trusty 'saber with you.

To use Lightsaber Throw, hold down (LT) or (L2), then press (A) or (X), respectively. Your lightsaber will travel through the air like a boomerang

and slash through the enemy directly in front of you before automatically returning to you. You can also use lightsaber throw to accomplish certain tasks such as cutting distant chains to complete a bonus objective.

Grapple Attacks



Action

Xbox 360

PS3

Grapple attack 1

(A) + (X)

(L2) + (X)

Grapple attack 2

(B) + (Y)

(X) + (X)

Sometimes your enemies will get too close for comfort. If they do, and you don't have the energy to execute a Force Repulse attack, use a grapple to grab nearby enemies and attack them in one fluid motion. After bringing them in for a close-quarters attack, you'll automatically toss the enemy away like yesterday's garbage.

Though tossing your enemy is a great way to remove an immediate threat, it's best to use grapples as a close-quarters combat technique. There are better and more efficient attacks for getting rid of enemies that are breathing down your neck.

Force Attacks

Force Lightning



Action

Xbox 360

PS3

Force Lightning

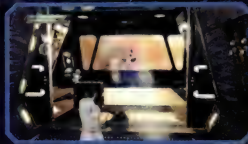
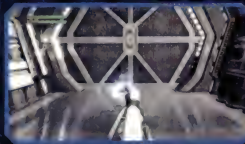
(V)

(A)

Force Lightning is one of your staple Force powers. At its most basic level, it can electrocute an enemy and nearly obliterate them. After upgrading your Force Lightning to higher levels, it can fry one, two, even three enemies at a time for major damage! Press (V) or (A) to radiate a devastating current of electricity toward your opponent. Hold it as long as your Force meter has some Force power in it. Once the Force meter is depleted, you can no longer hold your Force Lightning attack.

The most efficient use of Force Lightning is when approaching enemies or as they approach you. Don't wait to use it until the enemy is in range of your lightsaber; use it as a ranged attack to whittle down your enemy's health before they can reach you. Force Lightning is also a great way to stall powerful approaching enemies. By zapping them with your electric current, they'll slow down and grant you the precious seconds you might need to escape, find cover, or even formulate a new attack plan.

Force Push



Action

Xbox 360

PS3

Force Push

(B)

(X)

Force Push is another staple of your Force powers. Much like Force Lightning, it can damage faraway enemies before they're close enough to hurt you with melee weapons. Unlike Force Lightning, it doesn't increase damage with the amount of Force power used. To utilize your Force Push attack and unleash a powerful blast of the Force, press (B) or (X).

Force Push is a great way to hurl enemies away as they approach or to knock them down from a distance. Like Force Lightning, Force Push is also a great way to stall enemies before they can attack. Hit them with Force Push to knock them away and concentrate on a single enemy while the others are on their backs. Force Push also has a great side effect of carrying nearby debris in its shock wave. This attack can throw crates, barrels, and rocks at foes, and it can detonate explosive items. Lead your assaults with Force Push and you'll never go wrong.



SITH WISDOM

Force Push is also extremely useful for bringing down large obstructions.

Force Grip



Action	Xbox 360	PS3
Force Grip	(RT)	(R2)
Move gripped object	Left and right thumbsticks	Left and right thumbsticks
Impale gripped enemy	Hold (RT), then press X	Hold (R2), then press X
Zip gripped enemy	Hold (RT), then press Y	Hold (R2), then press A

Force Grip is a way to manipulate objects. Get near an object or person until your target is surrounded by blue brackets; press (RT) or (R2) to grip the object with the Force. Once you have it in the air, you can move it around with the left and right thumbsticks. The left thumbstick moves it up and down in space, while the right thumbstick moves it left, right, forward, and backward.

The best aspect of Force Grip is that it allows you to execute several other attacks while your target is immobile in the air.

Force Throw



Action	Xbox 360	PS3
Force Throw	Hold (RT), move object toward target, then release	Hold (R2), move object toward target, then release

While an object or person is in the air, you can use Force Throw. Once the object is in your Force Grip and floating in the air, use the thumbsticks to direct it at a target such as a nearby enemy. When the gripped object gets close to the target, release your Force Grip to throw the object at the target. Use Force Throw to toss enemies into each other and to hurl explosive items.

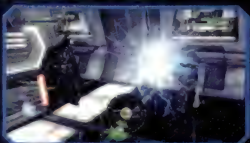
Counter Force Grip



Action	Xbox 360	PS3
Counter Force Grip	Press O repeatedly	Press L repeatedly

You're not the only one with Force powers. Throughout your journey, you will encounter some of the most powerful Jedi that Order 66 missed. During battle, they'll use their Force powers on you. If your Jedi foe manages to get you in a Force Grip, free yourself by repeatedly pressing the Jump button.

Force Lock and Lightsaber Lock



Action	Xbox 360	PS3
Lightsaber Lock	Press X repeatedly	Press X repeatedly
Force Lock	Press O to match onscreen command	Press A to match onscreen command

During your adventure, you will face enemies whose Force and lightsaber skills match your own. When that happens, you must engage them in a Force or Lightsaber Lock at some point during your battle. When you're engaged in either kind of lock, there is only one way to break the lock and win the battle. Once in a lock, several prompts will appear onscreen. If it's a Lightsaber Lock, mash at the Lightsaber Attack button to overpower your enemy.

If you're engaged in a Force Lock, press O or A to match the onscreen prompts and thrust the enemy's Force back at them. Do this as many times as you're prompted to win your Force or Lightsaber Lock.



JEDI KNOWLEDGE

You will often have to win several Lock battles to defeat your opponent.

Force Repulse



Action	Xbox 360	PS3
Repulse	Hold (RT), then press O	Hold (R2), then press L

Force Repulse is a defensive countermeasure against aggressive enemy groups. This attack unleashes a radiating shock wave of energy from your entire body and knocks back all enemies foolish enough to be in its range. To activate Force Repulse, hold down (RT) or (R2), then press O or L, respectively.

You'll then leap into the air, surround yourself in a Force bubble as you gather your energy, and release it, sending all nearby enemies flying backward. Force Repulse won't dispatch many enemies, but it will create breathing room when you're surrounded by waves of foes.

Force Shield



Action

Xbox 360

PS3

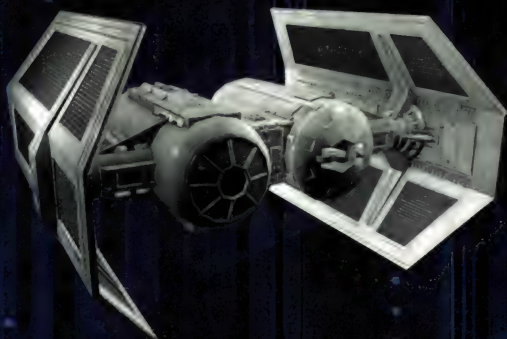
Shield

Hold , then press

Hold , then press

Unlike Force Repulse, Force Shield is a great offensive attack. Like Repulse, however, it surrounds you in a similar Force bubble of energy that radiates electric currents away from your body and zaps surrounding enemies.

Though it requires all your Force energy, it also temporarily charges your lightsaber with Force Lightning, increasing its damage!



Heads-Up Display (HUD)

1. Health bar: This displays how much health you currently have. Once completely depleted, you'll perish.

2. Level-up bar: This bar displays how close you are to achieving a new level.



3. Force meter: This displays how much Force power you have to use on Force attacks. If it's completely depleted, you can't perform any Force attacks.

4. Force Point tracker: When defeated, enemies release Force Points. This display keeps track of your current dispatched enemies and the attack used to dispatch them.

5. Minimap: This displays your position on the level as you progress throughout your mission.

BECOMING THE SITH

Force Power Basics

You've mastered the basics, but in order to truly master the Force, you must learn how to properly handle all your Force powers. These are advanced techniques and lightsaber combos that revolve around your continuing mastery of the Force. Some Force powers require that you use only Force attacks like Push or Lightning while others include lightsaber combos.

Force Abilities

There are three types of Force abilities: Force powers, Force combos, and Force talents. By upgrading different aspects of each ability, you can customize your fighting technique any way you want. Force powers rely on the Force; attacks such as Force Push, Force Lightning, and Force Repulse are all Force powers. Force combos are complex attacks that combine lightsaber attacks with Force powers. Force talents are passive attributes that increase your abilities and are always quietly working in the background. You don't need to activate them like other powers; they're always active.

Depending on your preferred combat style, you can upgrade your Force powers, Force combos, and Force talents to suit your needs. If you're more comfortable with just Force attacks, upgrade Force Lightning and Force Push powers first. If you prefer lightsaber attacks, upgrade Lightsaber Throw and unlock your Force combos.



and right shoulder buttons (L2 and R2 on Xbox 360 or and R on PS3). Use the left thumbstick to select different powers, talents, or combos, depending on which ability you've chosen, and press A or B to view their descriptions. After you decide on an aspect to upgrade, press A or B.

As long as you have enough Force Points to upgrade your abilities, you can customize your Force abilities however you see fit.



JEDI KNOWLEDGE

Just as with other lightsaber combos, any of the techniques described below that begin with two- or three-hit lightsaber attacks are considered lightsaber combos.

"Don't underestimate the Force."

—Darth Vader, *Star Wars: Episode IV A New Hope*

Force Points and Upgrade Spheres



There are several different ways to accumulate Force Points. Every time you destroy enemies, the amount of enemies and the method used to dispatch them will translate into Force Points. These will gradually fill your Level-up bar. Once the bar is full, you'll gain a new level and acquire three upgrade spheres you can use toward upgrading your Force abilities—one sphere for Force powers, one sphere for Force combos, and one sphere for Force talents. The more enemies you dispatch in quick succession, the more points each enemy will release. To increase the amount of Force Points you accumulate per battle, build up combos by varying your attacks to dispatch multiple enemies.

Another way to acquire upgrade spheres is by finding hidden Holocrons. These can contain anything from 1,000 Force Points to Force ability upgrade spheres.

JEDI KNOWLEDGE

Force talents and Force powers both have three levels to upgrade. Force combos don't have any levels. Once unlocked, they're at maximum power.

While some Force abilities are available at the start of your adventure, you must unlock others as you progress. To activate a dormant power or upgrade an active one, go into the Pause menu and select "Force Upgrades." Cycle through the different types of abilities using the top left

Force Combos

Sith Shien



Action

Xbox 360

PS3

Sith Shien

X, X, X, X

X, X, X

Description: An ancient Sith variation of a classic lightsaber fighting style, Sith Shien focuses on quick and aggressive attacks.

Sith Shien is your most basic Force combo. Much like the shorter two- or three-attack lightsaber combos, Sith Shien is a destructive close-quarters combat technique. It is especially effective against lesser enemies like Stormtroopers and should always be incorporated into lightsaber duels with enemy bosses.

Other enemies armed with swords and skilled in melee combat, such as Felucian Warriors, can often block and counter this attack, making it slightly less effective. When approaching these enemies, first stun them with Force Lightning, then cut them down with Sith Shien.

STAR WARS
THE FORCE
UNLEASHED

Sith Saber Flurry



Action	Xbox 360	PS3
Sith Saber Flurry	⬤ (pause), ⬤ (pause), ⬤ (pause), ⬤	×, ×, ×, ×

Description: One of the most difficult lightsaber styles, the Saber Flurry allows you to land multiple blows.

Sith Saber Flurry is a strong lightsaber combo that is as destructive as it is fancy. Best of all, it is extremely effective against small enemy groups. The lightsaber's wide swinging twirl can reach multiple foes and make this a very good attack to begin a string of lightsaber combos.

Dashing Slash

Action	Xbox 360	PS3
Dashing Slash	⬤, ⬤	⬤, ×

Description: Your dash culminates with a deadly lightsaber slash, causing severe damage.



The Dashing Slash is a great way to initiate battle with one enemy. By combining Force Dash with a slash attack, you can travel quickly toward an enemy and arrive at his location with a savage blow. This attack isn't effective against multiple enemies, but it is a great way to instantly gain an advantage over one enemy.

Leaping Slash

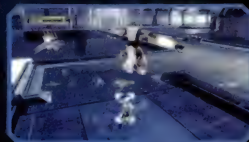


Action	Xbox 360	PS3
Leaping Slash 1	⬤, ⬤	■, ×
Leaping Slash 2	⬤, ⬤, ⬤	■, ×, ×
Leaping Slash 3	⬤, ⬤, ⬤, ⬤	■, ×, ×, ×
Leaping Slash 4	⬤, ⬤, ⬤, ⬤, ⬤	■, ×, ×, ×, ×

Description: An aerial attack with vicious lightsaber strikes.

Leaping Slash attacks are great for knocking down airborne enemies like Jumptroopers or for inflicting decent damage on large enemies like Rancors or AT-ST walkers. Because this is an aerial attack, it has no effect on enemies on the ground. While you're airborne, you're open to enemy fire and can be knocked out of the air with missiles. Use Leaping Slash attacks solely on airborne or tall enemies.

Leaping Slam



Action	Xbox 360	PS3
Leaping Slam 1	⬤, ⬤ (hold)	■, × (hold)
Leaping Slam 2	⬤, ⬤, ⬤ (hold)	■, ×, × (hold)
Leaping Slam 3	⬤, ⬤, ⬤, ⬤ (hold)	■, ×, ×, × (hold)
Leaping Slam 4	⬤, ⬤, ⬤, ⬤, ⬤ (hold)	■, ×, ×, ×, × (hold)

Description: A powerful aerial attack that drives your saber downward, impacting the ground with great force.

Like Leaping Slash, this attack can inflict a great deal of damage on airborne enemies and tall pests. However, Leaping Slam can also wreak havoc on ground forces. Leaping Slam's final blow is a crushing ground-slam attack that radiates a shock wave outward from the ground-slam area and knocks all nearby enemies off their feet.

Saber Blast

Action	Xbox 360	PS3
Saber Blast		

Description: A lightsaber attack followed by a powerful Force Push that blasts your opponent away from you.



This two-pronged attack is equally effective for offense and defense. While the slash is a great first blow, it is the ensuing Force Push that makes this attack dangerous for your enemies. The push sends enemies flying away and leaves them open for an additional, possibly more devastating, attack. Use this attack as a defensive countermeasure against enemies when you want to get some breathing room.

Cannonball



Action	Xbox 360	PS3
Cannonball		

Description: Blasts your opponent away from you with a powerful push.

Cannonball is a powerful Force Push attack that works in conjunction with your Force Grip. Force Grip an enemy, then hit him with Force Push while he's floating helplessly in your clutches. The blast sends your high-flying foe soaring across great distances.

Lightning Grenade



Action	Xbox 360	PS3
Lightning Grenade		

Description: Envelops the gripped enemy with Force Lightning. The Lightning field then explodes when the enemy is slammed into something.

Perhaps one of the best uses of your Force powers, Lightning Grenade combines the explosiveness of Force Lightning with the velocity of Force Throw. Not only is Lightning Grenade a great way to dispatch an enemy, but it's also the perfect way to turn an enemy on his comrades...as an explosive. This attack is most effective when you encounter a small squad of soldiers but only one is close enough to grip with the Force.

Aerial Strike

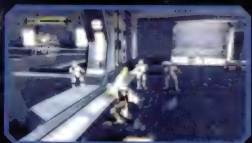
Action	Xbox 360	PS3
Aerial Strike		

Description: While locked on to your enemy, you leap into the air and dash toward them with your lightsaber!



This attack is very similar to a Dashing Slash attack. While Dashing Slash keeps you grounded, however, Aerial Strike takes the fight to the air. With this attack, you can safely dash over a target's blaster fire and come down on him from above.

Saber Sling



Action	Xbox 360	PS3
Saber Sling		

Description: Generates a high-damage lightsaber swing that sends your enemy flying.

Saber Sling is another one of your defensive attacks. Like Saber Blast or Cannonball, this attack can effectively repel enemies that are too close. Saber Sling also has the added effect of dishing out twice the damage of the aforementioned attacks, since it delivers two powerful 'saber slashes before slinging the enemy across the map.

Dashing Blast

Action	Xbox 360	PS3
Dashing Blast	(LB), O	(L1), ●

Description: All nearby enemies are blasted away with a powerful shock wave.



Another dashing attack, Dashing Blast is perfect for breaking up small groups that stand in your way. Dash toward and through them to break up their ranks, then pick them apart as they stagger to their feet. Be careful when you use this attack, however, as it's also a great way to dash headlong into enemy fire.

Sith Strike

Action	Xbox 360	PS3
Sith Strike	X, Y	□, ▲

Description: A quick lightsaber slash that is infused with Force Lightning.



This lightsaber combo is a quick and effective way to demolish large weakened enemies. Sith Strike can even destroy lesser enemies with a single attack. It's fast, easy, and, more importantly, deals decent damage. Sith Strike's best attribute is the temporary stun effect it inflicts on mechanical enemies such as Purge Troopers and large AT walkers! Make Sith Strike a part of your fighting repertoire and you'll never go wrong.

"The Force is what gives the Jedi his power. It's an energy field created by all living things. It surrounds us and penetrates us. It binds the galaxy together."

—Obi-Wan Kenobi, *Star Wars: Episode IV A New Hope*

Sith Slash



Action	Xbox 360	PS3
Sith Slash	X, Y, Y	□, ▲, ▲

Description: A quick lightsaber slash that is infused with Force Lightning.

This attack is a longer, more powerful version of Sith Strike. It infuses your lightsaber with Force Lightning to stun enemies and inflict even more damage.

Sith Saber Smash

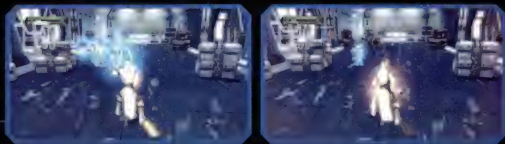
Action	Xbox 360	PS3
Sith Saber Smash 1	X, X, Y	□, □, ▲
Sith Saber Smash 2	X, X, Y, Y	□, □, ▲, ▲
Sith Saber Smash 3	X, Y, X, Y	□, ▲, □, ▲
Sith Saber Smash 4	X, X, X, Y	□, □, □, ▲

Description: Your lightsaber is infused with Force Lightning as you execute a devastating overhand smash.

By far the most destructive of all your Lightning attacks, the Sith Saber Smash is a series of swift 'saber strikes that can dole out serious punishment. Capable of thoroughly destroying single enemies, such as Imperial troopers of all types, this attack is especially useful against Rancor beasts, Junk Titans, and the like. While you strike at your opponent, the Lightning-infused 'saber stuns your enemies long enough for you to finish your combo and start a new one. If you time your Sith Saber Smash attacks properly, you can destroy oversized enemies without ever taking any damage!



Lightning Bomb



Action	Xbox 360	PS3
Lightning Bomb	Y, RT	▲, R1

Description: The Force Lightning coursing through the opponent is amplified, soon reaching a critical point that causes the electricity to burst out in an explosion.

Dashing Shock

Action

Xbox 360

PS3

Dashing Shock

(LB), (Y)

(L2), (▲)

Description: Releases a wave of Force Lightning, damaging all enemies in its path.



Like the other dashing attacks, Dashing Shock is a very good way to get the jump on your opponents. Dash at a small group of enemies and finish your approach by zapping them all with a current of Force Lightning. The blast may be enough to even dispatch a few of the soldiers.

Saber Slam



Action

Xbox 360

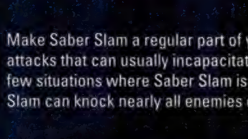
PS3

Saber Slam

(X), (X), (X), (X)

(□), (■), (■), (●)

Description: A slam to the ground that throws your opponent and all nearby enemies into the air.



Make Saber Slam a regular part of your fighting routine. It is the beginning of several other devastating combo attacks that can usually incapacitate a small group while you destroy one of its members. In fact, there are very few situations where Saber Slam is *not* helpful. Aside from using it on large enemies like Rancor beasts, Saber Slam can knock nearly all enemies off their feet.

Aerial Ambush

Action

Xbox 360

PS3

Aerial Ambush

(X), (X), (X), (X) (hold)

(□), (■), (■), (●) (hold)

Description: After launching your opponent, you jump into the air ready to continue the attack.



This is actually the beginning of several other more powerful attacks. Perfect this assault before attempting any of the following attacks. In effect, all the following are great aerial assaults; they differ only in how you finish off your opponent.



Aerial Assault

Action

Xbox 360

PS3

Aerial Assault 1

(X), (X), (X), (X) (hold), (X)

(L1), (L1), (L1), (X) (hold), (L1)

Aerial Assault 2

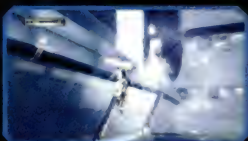
(X), (X), (X), (X) (hold), (X), (X)

(L1), (L1), (L1), (X) (hold), (L1), (L1)

Description: Slashes your opponent in midair, causing severe damage.



Aerial Blast



Action

Xbox 360

PS3

Aerial Blast 1

(X), (X), (X), (X) hold, (X)

(□), (■), (■), (●) (hold), (●)

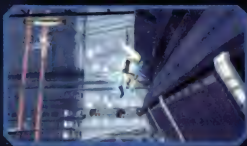
Aerial Blast 2

(X), (X), (X), (X) (hold), (X), (X)

(□), (■), (■), (●) (hold), (■), (●)

Description: Blasts your opponent in midair with a powerful Push attack.

Aerial Shock



Action	Xbox 360	PS3
Aerial Shock 1	○, ○, ○, ○ (hold), ○	■, ■, ■, ● (hold), ▲
Aerial Shock 2	○, ○, ○, ○ (hold), ○, ○	■, ■, ■, ● (hold), ■, ▲

Description: Shocks your opponent in midair.

Aerial Throw

Action	Xbox 360	PS3
Aerial Throw 1	○, ○, ○, ○ (hold), [○ + ▲]	■, ■, ■, ● (hold), [■ + ×]
Aerial Throw 2	○, ○, ○, ○ (hold), ○, [○ + ○]	■, ■, ■, ● (hold), [■ + ×]



Description: After launching your opponent, you jump into the air ready to continue the attack.

Aerial Slam

Action	Xbox 360	PS3
Aerial Slam 1	○, ○, ○, ○ hold, [○ + ○]	■, ■, ■, ● (hold), [▲ + ●]
Aerial Slam 2	○, ○, ○, ○ (hold), ○, [○ + ○]	■, ■, ■, ● (hold), ▲, [▲ + ●]



Description: After launching your opponent, you jump into the air ready to continue the attack.

Force Talents

As mentioned before, Force talents are passive traits that enhance your abilities; once you unlock or upgrade a talent, it will always be active from then on. Each Force talent has three ranks to upgrade. By upgrading Force talents, you can augment your fighting abilities, buff defensive stats, and even increase your efficiency.



Though you can eventually increase the rank on nearly all your Force talents, the order in which you increase the first few will determine what kind of fighter you become. If you're more defensive minded, increase your Fortitude, Vitality, Resilience, and Defense Mastery. For an offensive-minded build, increase your Combo Mastery, Force Focus, Saber Mastery, and Battle Meditation. If you'd rather keep your talents in balance, augment your Fortitude, Saber Mastery, and Defense Mastery.

Force Talent	Effect
Fortitude	Each rank increases your maximum health.
Force Focus	Each rank increases your maximum Force energy.
Force Affinity	Each rank increases the speed you recover Force energy.
Vitality	Each rank increases the amount of health you regain by defeating your enemies.
Resilience	Each rank reduces the amount of damage you take.
Battle Meditation	Each rank reduces the amount of time it takes to charge your Force powers.
Saber Mastery	Each rank increases the amount of damage you deal with your lightsaber in melee combat.
Defense Mastery	Each rank increases your ability to deflect and reflect blaster fire.
Combo Mastery	Each rank decreases the amount of Force energy it takes to use Force combos.



Lightsaber Customization

As we've mentioned before, your lightsaber is the most powerful tool in battle. As such, you can and should customize it to fit your combat style. If you rely more on Force powers like Push and Lightning, equip a combat crystal that complements one of those attacks. If you're aggressive during battle or while navigating a level during a mission, pick a combat crystal that increases your defensive capabilities, such as blocking blaster fire.



"The crystal is the heart of the blade. The heart is the crystal of the Jedi. The Jedi is the crystal of the Force. The Force is the blade of the heart. All are intertwined. The crystal, the blade...the Jedi. You are one."

—Master Luminara Unduli,
Star Wars: The Clone Wars Volume 1

There are eight combat crystals to choose from, each with its own special attribute:

1. **Illum combat crystal:** No bonus.
2. **Rubal combat crystal:** Lightsaber deals extra damage.
3. **Ruusan combat crystal:** Force powers cost less Force energy to use.
4. **Lorrdian combat crystal:** Increases ability to deflect and reflect blaster bolts.
5. **Sigil combat crystal:** Lightning based attacks deal extra damage.
6. **Vexxtal combat crystal:** Lightsaber attacks have a chance to corrupt opponents with a damaging aura.
7. **Firkrann combat crystal:** Lightsaber attacks have a chance to deal extra electrical damage.
8. **Katak combat crystal:** Lightsaber attacks have a chance to siphon health from opponents.

Aside from combat crystals, there are also color crystals that change your lightsaber's appearance (but not its performance), adding a depth to your 'saber's customization features.

Training Room Challenges and Tutorial Modules



Training and Challenge Modules are a great way to perfect the skills discussed above. While in-game, go to the Pause menu and select the Training Room option to activate the Tutorials and Challenge Modules.



SITH WISDOM

In order to have a better chance of successfully completing all Challenge Modules, it is best to wait until you've increased the rank on all Force talents, Force powers, and Force combos. That means waiting until you're nearly done with the main campaign....



SITH WISDOM

Save your game before entering the Training Room. If you don't, all unsaved progress will be lost.



ONLY IN...XBOX 360

By completing all the tutorials and challenges, respectively, you'll get two Xbox 360 Achievements!

Push Challenge

This is perhaps one of the most difficult challenges to complete. Like most of the other Challenge Modules, your other abilities are inactive. You can't use your lightsaber, block, dash, or even jump. In order to complete it successfully, you must be quick, accurate, and make efficient use of your Force energy. There are five Stormtroopers surrounding you with six red-ringed barrels. Begin by locking on to the barrel directly ahead and hit it with one Force Push to hurl it at the trooper behind it.



Immediately turn left and lock on the next barrel. Push it into the trooper behind it. Swivel right and do the same. After weakening each Stormtrooper by Force Pushing them into the explosive barrels, finish them off with Push attacks—trying to hit multiple troopers with each Push—before the time runs out.

Tutorial Tips

There are five different Tutorials: Push, Lightsaber Flourish, Grip, Lightning, and Repulse. These are all very easy to complete. The enemies in tutorials don't attack, and there are no time limits, so complete these by following the instructions in each.

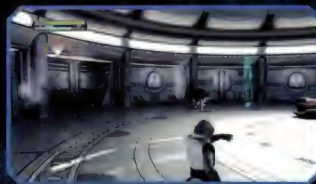


Lightsaber Flourish Challenge

This challenge requires you to destroy seven Stormtroopers using only Sith Flurry attacks. To do so, chain your attacks as you move from trooper to trooper. Begin your combo on one trooper and finish your combo on another. If you use a standard attack to destroy a Stormtrooper, the challenge ends in failure.



Grip Challenge



This challenge requires you to use only Force Grip to destroy two glass panels, two Stormtroopers, and several red-ringed barrels within the allotted time. To do so, simply pick up the red-ringed barrels and hurl them at

the other objects. By doing so, you destroy two items at once.

Lightning Challenge

This challenge is to merely survive for the allotted time using only Force Lightning. When the challenge begins, focus on the Militia Elite on the room's perimeter. If you let them live too long, they'll shred you with their blaster fire.

Run around the room's perimeter and zap them with Force Lightning. By taking them out, you remove a hazard and replenish your health. When only the Militia Troopers are left in the room, either run away from them until the time runs out or zap them with Force Lightning.



Repulse Challenge

You can complete this challenge in much the same way as the Lightning Challenge. Begin by using Repulse to knock away the more dangerous Militia Elite lining the room's walls. Then evade the remaining militiamen. In fact, you

can survive this challenge without having to destroy any enemies. When surrounded by foes, use Force Repulse to knock them away and gain a small respite from their blaster fire. Do this enough and they will be on their backs more often than they'll be on their feet firing at you.



SITH WISDOM

The following Challenge Modules do not have time limit or Force Ability constraints.

Stormtrooper Combat Module



To complete this module, use Force Repulse on the troopers lining the room's left side, dispatch them quickly with Repulse, then dash to the room's opposite side. Dispatch the other troopers along the wall, leaving only a few troopers in the room's center. Either let your 'saber reflect fire back at them or cut them down with it.

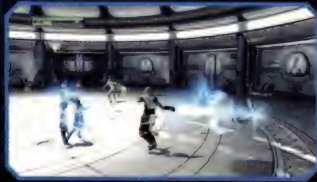


SITH WISDOM

Remember that your augmented abilities help you in these challenges. If you haven't increased your Defense Mastery yet, now would be a great time to do it.

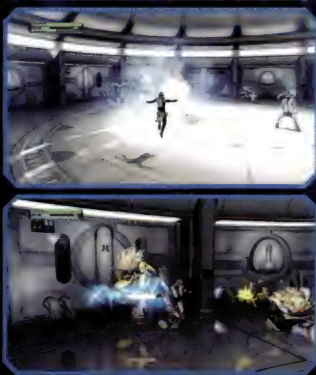
Rodian Scavengers Combat Module

Like the Stormtrooper Combat Module, this module has several dangerous enemies lining the room's walls. Focus on them first. Dash to the room's edges and Repulse the Rodian Heavy Defenders off their feet first. Turn on the Rodian Rippers next to replenish lost health, then run your lightsaber through the remaining Jawa at the rear.

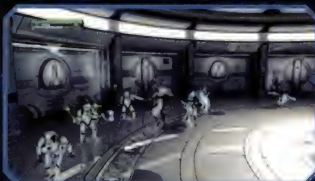


Felucian Combat Module

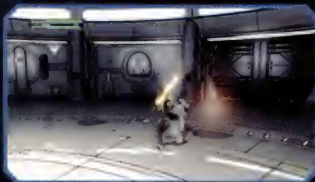
The Felucian Combat Module has several Felucian Warriors near the room's center and flanking the walls, and two Felucian Chieftains at the room's rear. Ignore the Chieftains at first and focus on the Felucian Warriors. Knock them away with Repulse and finish them off with quick 'saber combos. If they manage to get too close again, use Repulse or Force Throw them at each other. When only one or two Felucian Warriors remain, use them as projectiles against the large, slower Chieftains. Leave the Chieftains for last and decimate them with powerful combos.



Imperial Assault Squad Combat Module



Force Repulse the EVO troopers along the room's left and right sides. Destroy them quickly to avoid being stunned by their blasters. Feed them a steady diet of Repulse attacks, and once they're eliminated, turn on their lesser comrades. Take them out with quick 'saber strikes to complete the module.

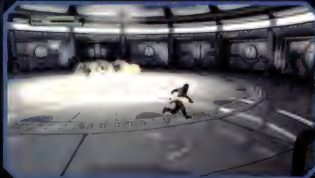


Imperial Armed Recon Squad Combat Module



The trick to completing this module is eliminating the troopers in proper order. Begin by running around the room and zapping the Jumptroopers with Force Lightning. Leap into the air and fry them if necessary. With them gone, turn on the other Stormtroopers with blasters. Cut through them with lightsaber attacks, then leave the three Incinerator Troopers for last. Dash around the room to avoid their flamethrowers and wait for them to stop firing at you. When they

do, dash at them and use a Force Repulse attack to disable their shields, then slash them to ribbons while they're unprotected.



Imperial Royal Guard Combat Module



This is one of the more difficult Challenge modules. Like the other Imperial Modules, this is best accomplished by eliminating enemies in a certain order. There are three red Imperial Royal Guards and one Shadow Guard in the room. Focus your fury on the red Guards first. Blast them away with Repulse when they get too close, then lunge out at them as they stagger to their feet. Use Lightning-infused 'saber strikes to damage your primary target while

stunning any Guards foolish enough to get too close your lightsaber. After you whittle down one Royal Guard's health more than the others, focus on that Guard until the onscreen commands prompt you to finish him off.

Move on to the second red Guard. Destroy him and you're left with one red Guard and the Shadow Guard. With only those two enemies left, turn on the Shadow Guard and whittle down as much health as you can before your health takes too much damage. When it does, finish off the red Guard to replenish your health, then turn on the Shadow Guard.



SITH WISDOM

The battle with the Royal Guards can be extremely technical. Use plenty of blocks and counterattacks to limit the amount of damage you take. Also use Repulse attacks only when you're surrounded by more than two enemies.

AT-ST Combat Module

The AT-ST has high-powered blasters at its side, as well as a complement of Stormtroopers and three Incinerator Troopers. You can easily avoid the Incinerator Troopers' flamethrowers, so the real challenge is not being blasted to shreds by the AT-ST. Begin the challenge by immediately zapping the walker with Force Lightning. This stuns it temporarily and disables its blasters. While the walker is stunned, rush at the Stormtroopers on the right and either cut through them or destroy them with Repulse.



Turn back on the AT-ST and stun it again. Dash to the opposite side and destroy the second group of Stormtroopers. This leaves only the walker and three Incinerator Troopers at its feet. Stun the walker one more time, then dash to its feet and immediately unleash a Repulse attack. This knocks the walker off balance and deactivates the Incinerator Troopers' protective shields. Slash the troopers to bits and absorb their health. With them gone, you can take on the AT-ST one-on-one. Strafe around it while zapping it with Force Lightning and slash its legs with Lightning-infused 'saber attacks.

Junk Titan Combat Module



This module is very similar to the AT-ST module. Instead of Stormtroopers, however, the Junk Titan is accompanied by two Scrap Guardians. Since all three creatures are sensitive to Force Lightning, begin by zapping the Titan to stun him while you take out the smaller Scrap Guardians. Turn to one of the approaching Guardians and cut through it with a Lightning-infused 'saber combo. A Sith Slam attack should be enough to nearly destroy the

Guardian with one combo. Turn on the second Guardian and cut through him as well.

When only the Junk Titan remains, strafe around him while you electrocute him. Slowly whittle its health away with Force Lightning so that it can't attack. If it is constantly stunned, it can't attack. Finish it off when the onscreen commands appear.

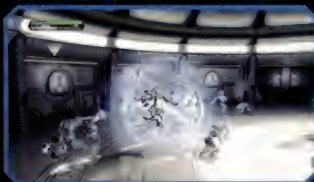
Kota's Militia Combat Module

Complete this module by first taking out the Militia Elite. Their high-powered blasters are extremely dangerous and even more deadly in numbers. Dash into the Militia Elite's ranks and blast them away with Force Repulse. Follow up your Repulse by dashing at the fallen elites and destroying them with quick combos. If the Militia Saboteurs attempt to stun you with their batons while you finish off their elite comrades, knock them away with Force Push. After destroying the elites, you can easily handle the rest of Kota's men.



Rancor Combat Module

Approach this module just as you did the AT-ST or Junk Titan modules. Knock away the surrounding Felucian Warriors by using Force Repulse. If the Rancor is close enough, the Repulse attack will also stagger him. Dash around the room, letting the Rancor follow you; the Felucians attempt to follow as well. When the remaining Felucians get bunched into a group, dash into the group's center and blast them all with Repulse.



If the Rancor swats at you, there's a good chance he'll hit the Felucians as well. After you eliminate the Felucians, destroy the Rancor just as you did the Titan or AT-ST. Strafe around it while hitting it with Force Lightning and whittle its health. When the onscreen commands appear, finish it off.

Raxus Droids Combat Module

The room is crowded with Scrap Guardians and two Interrogation Droids. If left unchecked, the Interrogation Droids will siphon away all your Force energy. Don't allow them to live. Leap into the air and dash to the room's rear, where the two droids are. Unleash a Repulse attack to knock away the approaching Guardians and isolate the smaller droids. Cut through the droids with Sith Slam attacks, then leap into the air again and dash to the room's opposite side.



Now that the two droids are gone, use Sith Slam and Sith Strike attacks against the remaining Scrap Guardians. The Lightning-infused 'saber strikes will stun them and deplete their health a lot quicker than normal attacks. Stay near the room's edge and use your Lightning-infused attacks to hit multiple Guardians with each assault.

PROLOGUE

A long time ago in a galaxy far, far away

The galaxy is on the brink of darkness. The evil GALACTIC EMPIRE has overthrown the Old Republic and now holds countless worlds in the grip of fear.

The Jedi Knights have been all but destroyed. Only a handful have escaped the Imperial forces, disappearing into hiding across the galaxy. The Emperor's spies have located a lone Jedi Knight on the Wookiee homeworld of Kashyyyk. The Sith Lord DARTH VADER has been sent to destroy him....

MISSION DETAILS

Objective

The Emperor has dispatched Darth Vader to destroy a lone Jedi Knight who is in hiding on the Wookiee homeworld of Kashyyyk.

Enemies Encountered

Wookiee Berserker

Wookiee Infantry

Rogue Jedi/Boss

Collectibles Found

There are no Holocrons to collect in the Prologue.

MAP LEGEND

 Holocron

36



STAR WARS
THE FORCE
UNLEASHED

Dark Plans



High above the vibrant blue planet of Kashyyyk, an Imperial Shuttle glides toward the planet's surface. Inside the little ship is Darth Vader. Below, his Imperial troops have been attacking the villages of Kashyyyk in search of a lone rogue Jedi known as Master Kento. With no sign of his men's success, Vader seeks to destroy the troublesome Jedi on his own.

Upon landing, he disembarks his ship and marches down the path toward the nearest village entrance. Ignoring the fallen Stormtroopers at his feet, Vader's gait is strong, confident, and full of resolve. Nothing can stop him now. Not even one of the last remaining Jedi.

On the Hunt



As Darth Vader, march across the short wooden bridge ahead. On the other side are several Stormtroopers engaged in a firefight with Wookiee Infantry.

Approach the large wooden doors barring entrance into the Wookiee village and charge up a Force Push. Unleash it at the doors, bringing them down in a shower of splinters and large chunks of wood. The combined force of the explosion and the resulting debris shower is more than enough to dispatch the troublesome fuzz balls.

If any Wookiees survive, either reflect their blaster fire back at them or use Force Push to eliminate them.

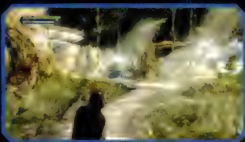
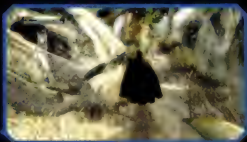


Storm down the wooded path past several large boulders and tall trees until you reach two abandoned barricades. Several blade-wielding Wookiee Berserkers rush down the path toward you, thirsting for Sith blood. Use your Force Grip to pick up the closest barricade and hurl it at the first wave of oncoming foes.

Calmly continue creeping deeper into the village. Use Force attacks to clear the path of pesky Wookiees, or knock them away with Force Push and toss them over the sides of the village walkways to rid yourself of them quickly.

SITH WISDOM

The Wookiees are no match for your Force powers, so vary your attacks. Familiarize yourself with all of your powers.



Creep between the two large boulders ahead and stop before you run into the Wookiee Infantry ahead. Reflect the Wookiee Infantry's fire back at them and press onward.

The path ahead is clear for a few more paces. When you encounter the first Wookiee watch-post along the cliff to the left, stop and pick up the large gray rock on the right. Use it to bowl over the Wookiees in your way.

WOOKEE WARNING

Your focus may be on the path ahead and the rogue Jedi at its end, but don't lose sight of enemies nearby. Wookiee Berserkers have tremendous leaping abilities and can leap several yards, pouncing on you from behind!

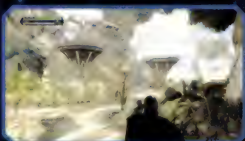


As you infiltrate the village, Stormtroopers pour in through the cleared path behind you. Allow them to pass you and distract the Wookiees before they attack you. While the Wookiees are distracted, slice through them with swift 'saber strikes.

Several more Wookiee Berserkers try to ambush you once they get past your Troopers, so stay on guard. Lure them to the walkway's edges and engage them in close-quarters combat. There you can cut through them with lightsaber combos and push them over the sides of the pathways.

Resume your warpath through the village and turn left when you reach the small circular platform.





Stop just before setting foot on the bridge and charge your Force Push attack. Wait for several Wookiee warriors to storm across the bridge; unleash a devastating Force Push as they reach the midway point. The blast will destroy the arches over the bridge and dispatch the Wookiees all at once. Toss any surviving Wookiees over the bridge's side as you cross.

Blast down the large wooden barricade at the bridge's end and turn right. Pick up a large gray boulder and maneuver it up the incline on the right, making sure to bowl over all Wookiee warriors in its way.



Proceed up the incline and strike down any Wookiees you encounter. There shouldn't be many Wookiees left if your aim was accurate with the boulder.



At the incline's top is a room with an elevator pad. Two Wookiees leap out as you approach. Knock the first one away with a Force Push, then strike down his partner with quick lightsaber combos. Finish off the first Wookiee as he gets back up, then step onto the elevator pad. When the elevator stops, creep up to the exit and locate the Wookiees on the bridge ahead.

Charge a Force Push attack as the Wookiees approach and unleash it on them when they reach the elevator exit. The blast destroys the archway over the bridge ahead and takes the Wookiees out at the same time. Still, the Wookiees are persistent. Several more waves of furry foes will filter through the debris. Greet them with quick lightsaber combos and Force Push.

Slash past the waves of Wookiees as you head up the walkway and turn right at the bridge's end.



Turn right onto the second rickety wooden bridge and cut through the first wave of Wookiees. Slash at them with your saber or knock them off the bridge with Force Push to take them out quickly. If they leap behind you and try sneaking up, use Force Repulse to repel them and send them flying over the bridge's side.

Stop near the bridge's end and turn right so you can see the near end of the next bridge. Throw your lightsaber across the chasm and cut through the Wookiees approaching the connecting platform between the two bridges.



When the coast is clear, finish crossing your bridge, then turn right at the platform and on to the next bridge.



Just as before, greet the attacking Wookiees with Force Push to knock them away. Don't allow them to leap over you and surround you. Hit them with Force Push while they're in the air. If you miss, repel them with Force Repulse.

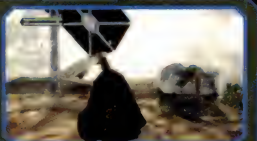
Reach the bridge's end and stop before continuing on to the platform ahead. Hold your ground and Force Push away the waves of approaching Wookiees. Turn left at the platform and step onto the final bridge.

Stop near the bridge's midpoint and turn your attention to the small platform just right of the bridge's end. Several Wookiee Berserkers leap from the platform and try to maul you. As they do, hurl them backward with Force Push attacks. Once the Wookiees stop attacking, finish crossing the bridge and arrive at your destination, the rogue Jedi's home.



JEDI KNOWLEDGE

Don't try crossing the first bridge on the right. As you turn to set foot on the bridge, a rogue TIE Fighter crashes through the bridge and obliterates it!



Rogue Jedi Duel



As you approach the Jedi's small shack, he calmly steps out and approaches. He doesn't seem concerned about his possible demise; instead, he simply tells you to turn back as he Force Pushes a pair of Stormtroopers that have joined you.

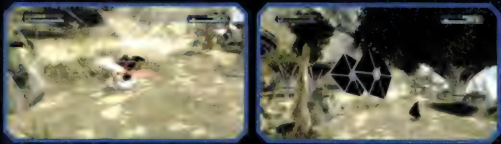
You're no fool. You know he doesn't stand a chance against your might. Still, he draws his lightsaber and prepares for battle....



Begin your assault on the Jedi by throwing your lightsaber at him and knocking him back. Rush toward him as he reels from your initial attack and lash out with a quick lightsaber combo. Don't allow him to regain his footing after your first attack. Instead, apply pressure quickly by striking first and often.

Force him back against the large rock on the left and pummel him with 'saber strikes. If he tries fighting back, use Force Repulse to knock him off balance before he can launch an attack.

Engage the Jedi in a Lightsaber Lock and follow the onscreen prompts to overpower him.



After successfully winning the Lightsaber Lock and knocking back the Jedi, resume your relentless assault with 'saber combos. Block his counterattacks, wait for him to let up between assaults, then counter with attacks of your own.

If the Jedi surrounds himself in a protective Force sphere, back away to avoid his Repulse attack. Similarly, if he uses the Force to lock on to a TIE Fighter flying overhead, back away immediately to avoid being crushed by it. Wait for the TIE Fighter to explode, then continue slashing at the Jedi with 'saber strikes.



If the Jedi rushes at you, knock him away with Force Repulse. Walk up to him as he lands on the ground and strike him again with your lightsaber.



Once you've nearly depleted the Jedi's Health bar, he will attempt to keep his distance and will attack by using Force Push and by throwing his lightsaber. Block his lightsaber throws and use jump to avoid being knocked back by his Force Push. Turn the tables on him by throwing your lightsaber at him and cutting him down from a distance.

When the Jedi is about to fall once and for all, several onscreen prompts will appear. Follow them to batter the Jedi into submission. Your final attacks knock his 'saber from his hands, thrash him against the nearby trees, then send him flying through the air into his little shack.



Just as you're about to choke the remaining life from the beaten Jedi, you sense a powerful presence nearby. At first you think it might be the Jedi's master, but it's not; you destroyed him years ago. Suddenly, as you raise your lightsaber to finish him off, your weapon inexplicably flies out of your hand!

You turn to find a young boy holding your 'saber. It wasn't the Jedi's master you sensed; it was his son!



You squeeze the remaining life from the Jedi and approach the boy holding your lightsaber as your Imperial Guards arrive. In a split-second decision, you decide to spare the boy's life so that he may suit your own purposes later.

If you're to rescue him, however, the Imperial Guards—now witness to his existence—must perish. You take your 'saber from the boy and turn it on the Imperials as they fire on the child. With all witnesses removed, you take the boy and claim his future as your Secret Apprentice.



TIE CONSTRUCTION YARD

MAP LEGEND

Holocron



MISSION DETAILS

Objective

Find and eliminate General Kota.

Bonus Objectives

Destroy five TIE fighters

Attain 90,000 Force Points

Locate 15 Holocrons

Enemies Encountered

Militia Saboteur

Militia Trooper

Militia Elite

Imperial Stormtrooper

Imperial Officer

AT-CT

Rahm Kota: Boss



STAR WARS
THE FORCE
UNLEASHED

The Secret Apprentice



It is now several years later, and you, as the Secret Apprentice, have been studying the ways of the Force from your master, Darth Vader. You've matured from that brooding child he found on the planet of Kashyyyk into a powerful Sith apprentice. Your years of tutelage under Darth Vader's care have remained a secret even to the Emperor, for your destiny poses a threat to the Dark Lord. However, now it is time to begin your journey in unleashing the full power of the Force....

"Leave No Witnesses!"



With your training progressing rapidly, it's time to face your first real opponent. A Jedi named Rahm Kota is attacking a critical Imperial shipyard. You must dispatch him and return his lightsaber to your master. Do this quietly, however, because no one can learn of your existence. This means you must leave no witnesses—Rebel and Imperial forces alike.

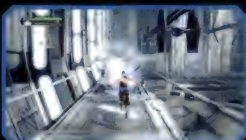
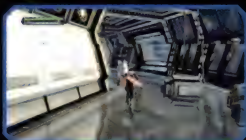
On your way to the hangar bay, your personal droid, PROXY, disguised as Obi-Wan Kenobi, lunges out at you and tries to kill you! You deflect his attack and defeat him instantly. With his training exercise complete (and failed), PROXY gets to his feet and updates you on your new pilot as if nothing had happened. According to PROXY's personnel file, Captain Juno Eclipse is a capable, war-hardened, highly decorated combat pilot. But you can see that she is beautiful as well.



JEDI KNOWLEDGE

Prior to setting off on your mission, you stop by the *Rogue Shadow's* training room to familiarize yourself with your Force Grip abilities.

Juno's piloting skills prove helpful as she manages to infiltrate the TIE construction ship while the battle rages on outside.



Once inside the TIE construction ship, streak down the hallways until you reach the doors leading to the main hangar bay. As you go, use the droids, wall panels, and barrels littered about to practice using Force Grip. Charge your Force Push attack and blast the hangar doors.

Rush down the walkway toward the two Stormtroopers and blast them with Force Push. The shock wave of energy knocks them back and sends the nearby crates flying into them.



Speed toward the walkway's end and pick up the Sith Holocron.

SITH WISDOM

Defeating the near-endless waves of Stormtroopers in the hangar bay is a great way to fulfill your Force Points bonus objective.



The Sith Holocron grants you unlimited energy for a short period of time. Take advantage of your increased powers! Leap down onto the main hangar floor and use Force Push attacks to knock away the Militia fighters by the bulkhead door, along the hangar's left wall. As they reel from your Force Push, cut them down with quick 'saber combos.

After decimating the Militia Saboteurs by the bulkhead door, turn around and hurl the nearby crates at the Imperial Stormtroopers behind you. They'll emerge from an elevator pad near the hangar's center. As your foes rise, pummel them with crates to dispatch them before they can become a threat.



Before leaving the main hangar, hop atop the ship at the hangar's center, then double-jump onto the walkway along the far wall. Pick up the Holocron there, then turn around and hop back onto the ship.



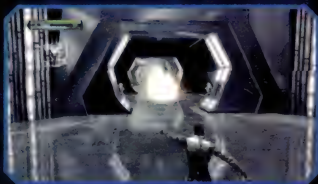
Leap atop the ship's rear fin, then double-jump and dash onto the walkway high above the hangar. Head to the walkway's end and pick up another Holocron. Finally, hop back down onto one of the walkways below. From there, Force Grip the TIE fighters hanging on the transporter cranes and bring them down on your enemies below. Destroy five TIE fighters to fulfill your bonus objective.



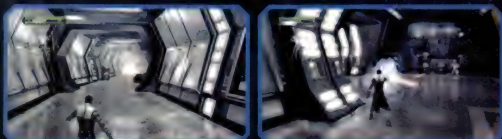
When the coast is clear, approach the bulkhead doors and use Force Grip to slide the first lock from right to left. Then slide the second lock from bottom to top. The bulkhead doors unlock onto the hallways of the TIE construction ship, where more of Kota's men are engaged with Imperial Stormtroopers.

Dash to the hall's end and rush the two Militia Saboteurs in the alcove there. Use Force Grip to hurl one of their grenades back at them, then run your lightsaber through the second militiaman.

Turn left and speed down the long hall. Stop before running into the three Militia Saboteurs. Launch the grenades back at the grenadier to knock him away, then grip one of the other militiamen and toss him at his comrades.



Blast a hole in the doors on the right to reveal a Holocron. Grab it, then resume searching the TIE construction ship.



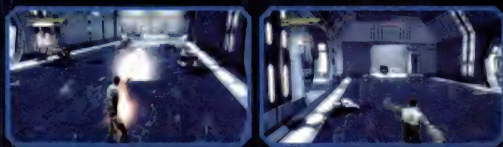
Force Push a hole through the next set of doors and continue stalking enemies down the hallways. Use the small red-ringed barrels to blow away the Militia Troopers at the hall's end. Pick up the barrels with the Force, then hurl them down the hall at the group of enemies. Absorb the fallen militiamen's health, then speed down the hall.

Use Force Push attacks to split up the small group of Stormtroopers at the bend in the hall; then slice through them one by one with lightsaber attacks. If the troopers are too far apart from each other to string long lightsaber combos together, use the red-ringed barrels at the hall's rear to blow up distant enemies while you cut up nearby enemies.



Force Push through the doors on the right and enter the large construction room. Turn right and run down the walkway until you reach a connecting walkway leading left. Make a left onto the walkway and stop. Allow the Militia fighters to engage the Stormtroopers in battle farther down the walkway. Keep your distance from the battle and allow them to pare down each others' numbers.

From afar, use the nearby crates and barrels as projectiles against the remaining soldiers; this will either blow them up or knock them off the walkways. When there are less than four or five enemies left, rush at them and finish them off with several lightsaber combos.

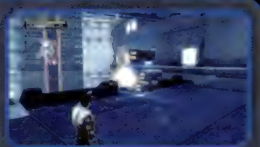


At the walkway's end, turn left and blast the doors open. Inside the small chamber are several more soldiers and an elevator pad leading to the second level. Rush inside to the chamber's right and cut down the first Stormtrooper. Turn around and Force Push the crates into the rest of the Imperial soldiers. Finish them off with swift 'saber combos to clear the room.

After you destroy all Imperial Stormtroopers in the chamber, a small squad of Militia fighters comes rushing down the elevator on the right. Greet them with Force Push and several crates to take them out quickly.



Exit the chamber's rear and remove the stacked crates near the walkway's edge. Pick up the Holocron before returning to the chamber.



Ride the elevator up to the second level. As you exit, a Militia fighter manning a turret at the room's rear opens fire on you. Slash past the first Militia Saboteur, then zigzag toward the turret (to minimize taking damage) and cut down

the soldier as soon as he's within reach of your 'saber. With him out of the way, turn around and engage the other militiamen in the room.



Force Push the doors on the right to open them. Sneak out and turn left. Remove the stacked crates along the walkway's edge and pick up another Holocron before returning to the elevator room.





Blast through the doors on the left and dash out toward the Militia soldiers engaged in battle on the walkway. Sneak up on the militiamen while they are engaged with the Stormtroopers. Toss crates at them from behind, then dash toward them as they recover from your attack. Swing your 'saber at the remaining militiamen, then turn your attention to the troopers farther down the walkway.

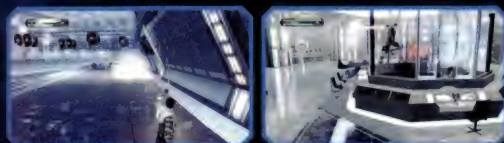
Pick up the closest Imperial trooper and throw him at his comrades. Use the crates nearby to push the other soldiers off the walkway.



Speed toward the last group of Stormtroopers at the walkway's end and slice them to ribbons with swift combos. Turn left and approach the small group of militiamen. Toss them over the walkway's side, then make another left at the next intersection.

As you speed down the walkway, another group of militiamen pours out of a small alcove on the right. Run headlong into their ranks and cut your way back out. String together lightsaber combos as you attack each militiaman one by one. By starting a combo on one enemy and finishing it on a second, you can increase the amount of damage you deal, you can cover more ground, and you can reduce the amount of damage you take.

Enter the alcove from where the militiamen appeared to find another Holocron.



Continue down the walkway and eliminate the next group of militiamen as they pop out of the next alcove. Use Force Grip to throw their grenades back at them, then cut them down as they try getting up from the blast.

Make a right through the doors at the walkway's end and enter the control room on the left. Slash through the first enemy as you dash toward the room's center. Grab the Sith Holocron to increase your damage, then turn on the remaining rivals in the room. Circle around the center console as you slice through each of the soldiers with swift 'saber strikes.

SITH WISDOM

If you haven't done so already, stop for a moment and upgrade your powers.



Exit the control room via the door on the far right corner. When you enter the hallway, a trio of Militia fighters rushes in from the hall's far end. One of the men is a Militia Elite. Zigzag down the hall toward the elite, targeting him first. Take him out with several lightsaber combos, then finish off the other two men before turning right and entering the next room.

In the next room, dispatch another Militia Elite before turning on his accompanying men.

WOOKIEE WARNING

A Militia Elite's weapon fires rapid high-energy blasts. If you allow the elite to live while you take out lesser enemies, his gun can obliterate you in a matter of seconds!

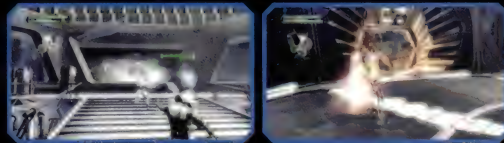


The next area is an infuser room. Immediately upon entering it, a tall orange laser gate activates. Rush the Militia Elite and eliminate him quickly. Once he's out of the way, Force Grip the large generator nestled in a niche on the left wall and remove it. This deactivates the laser gate. (The generator is behind the laser gate, but you can still pluck it out with your Force powers.)

With the gate down, return to the fight. Lash out at the encroaching enemies and cut them down as they try surrounding you. Link your combos as you go from man to man, attacking each one.

SITH WISDOM

You can use the laser gate as a weapon! Hurl enemies into the gate to zap them into nonexistence! But be careful—if you touch the laser gate, you'll take major damage.



Speed into the next room and immediately target the Militia fighters atop the steps on the left. Pick up the Militia Elite and throw him through the glass window behind him. The resulting outpouring of air into space sucks nearly all the militiamen from the room. The room repressurizes when a large metal hatch slams down and blocks the broken window. When it does, pick up any surviving enemy and throw him out one of the other two windows.

Exit the room via the door on the right and enter a circular chamber crawling with militiamen. Rush the elite on the left and chop him down with lightsaber combos. With him out of the way, the remaining Militia Saboteurs are a lot easier to handle.

Before leaving this room, grab the Sith Holocron in the crevice on the right. It grants you a temporary Health Drain Aura that robs enemies of their health when you're in close quarters.



With your Health Drain Aura active, exit the circular room through the tunnel on the left and run straight into the small squad of Stormtroopers. Don't bother swinging your 'saber; the aura will drain them of their health almost instantly. Simply speed into the center of their squad and stop to drain all of them simultaneously.

On the left, behind the squad, is a platform embedded into the wall. Lock on to the large red circle with your Force Grip and pull the platform out of the wall. Double-jump onto the now-exposed platform and locate the Stormtrooper on a ledge high up on the far wall. Toss the trooper from the ledge, then Force Grip the glowing red panel beneath it. Pull down the panel to create a platform, then double-jump onto the platform to reach the ledge above it.

Leave the ledge and walk to the tunnel's end. Drop into the hallway beneath the tunnel and blast open the doors at the hall's end.

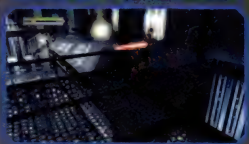
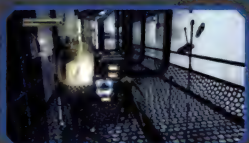


The next room, the wing-assembly chamber, is the location of an intense battle between Kota's men and a large Imperial AT-CT walker. Before engaging the enemies, allow the Militia fighters to whittle down the AT-CT's health. Stand back, away from the firefight, and watch as the two groups nearly destroy each other. When the AT-CT dispatches one of the attacking Militia Elites, join the fight.

Start throwing red-ringed barrels, crates, and any other nearby objects at the walker to further deplete its health. When you do, both the walker and the militiamen will turn their attention to you. Take out the soldiers first, then attack the AT-CT. Dash away from its attacks and counter by throwing objects at it until it's almost ready to fall. When you've nearly destroyed it, follow the onscreen prompts to finish off the Imperial machine.



After destroying the AT-CT, hop atop the wing carriers at the room's rear. Ride the wings up to the highest walkway. Hop off the wing and onto the walkway on the right. Remove the crates at the walkway's far end to reveal a Holocron. Take it, then turn around to locate another Holocron against the far wall.



Jump onto the small ledge along the wall and take the second Holocron before hopping down onto the catwalks just below.



After disembarking the rising wing carrier, follow the walkway into the control room along the far wall. Inside are several Imperial Stormtroopers. Blast them away with a Force Push, then cut them down with quick combos. Enter the hall behind the control room and dash to its end.

Turn right at the hall's end and stop just before entering the next wing-assembly room. Force Throw an explosive barrel into the assembly room and blow up some of the soldiers inside. Dash toward the room's right side and pick up the Sith Holocron. The unlimited energy it bestows will allow you to make quick work of the remaining soldiers.



There are two more Holocrons in this wing-assembly room. The first is on a broken wing against the far wall. The rising wing carrier is busted, so the TIE wings are stationary. Force Grip one of the wings on the floor, lift it, and maneuver it into the first empty slot along the second to last wing carrier on the wall. Hop down to the floor, then use the newly placed wing to jump up to the other broken wing holding the Holocron.



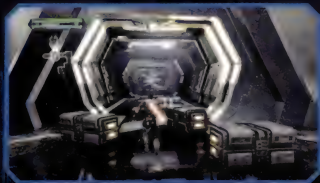
From here, jump and double-jump up the other wings until you're within leaping distance of the walkway on the far right. Double-jump and dash over the broken walkway to reach the second Holocron, then hop back down to the bottom floor.



Exit the wing-assembly room through the tunnel in the room's left corner. Sneak up on the squad of Stormtroopers and hit them with several Force Pushes. Since they're engaged with Kota's men, they don't see you coming and don't put up much of a fight. Dash back and forth across the hall and take down any stragglers with lightsaber combos.

Dash past the defeated troopers and engage the militiamen farther down the hall. Toss crates at them as they arrive on the elevator at the hall's end; finish them off with Force Push attacks or speedy 'saber assaults.

Get on the elevator pad and take it to the next level. Get off the pad and turn left at the corner, then enter the pod-assembly room.



Hurl the first Stormtrooper deep into the room and knock over the other Imperial lackeys on the assembly line. Rather than fight through the enemies on the bottom level of the assembly line, make a right and storm across the walkway along the right wall. Dispatch the grenade-tossing Militia Saboteur, then turn left and use Force Grip to take control of the nearest robotic laser arm.

Turn this on the other enemies inside the pod-assembly room and disintegrate them. As you do, stand behind the arm's large metallic structure so that it protects you from enemy fire. If you can't get a good angle on the enemies firing at you from the bottom floor, scoot up the walkway and take control of the second robotic laser arm to finish the job.

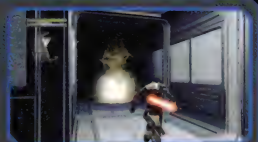


SITH WISDOM

If you choose to take the fight to the militiamen, grab the Sith Holocron near the center of the assembly line to gain a temporary Health Drain Aura.



With the immediate area clear of all enemies, duck into the small alcove along the bottom floor's left side. Grab the Holocron inside the alcove, then return to the main pod-assembly room.



As you approach the next section of the pod-assembly room, a laser gate activates and blocks the path ahead. Go up the small ramp on the left and slash past the militiamen in your way. The ramp leads to a generator room with several more militiamen. Hurl them at the far laser gate wall to eliminate them quickly.



WOOJEE WARNING

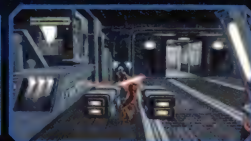
Be careful when stepping between the large cylindrical generators. If you get too close, they can shock you and inflict a lot of damage.



Carefully step between the two large generators on the left and pick up the Holocron nestled between them. Leave the generators and explore the small niche on the room's right side to find another Holocron.



With the coast clear, approach the laser gate at the generator room's rear and Force Grip the large generator nestled in the wall. Remove it to bring down the laser gates and gain access to the next section of the pod-assembly room.

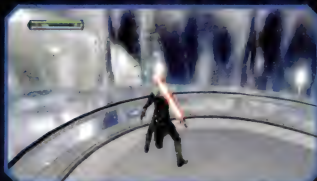


Jump onto the walkway on the left and destroy the militiamen in your way. Force Grip one of the robotic laser arms below and turn it on the others in the room just as you did before. If any enemies remain out of the robotic laser arm's reach, hop down to the main floor and pick up the Sith Holocron at the room's center. Use your temporary damage increase boost to clear the room of all enemies.

After you eliminate all enemies in the pod-assembly room, check the small niche on the room's right side for a Holocron. The room's far right corner contains a Holocron as well. Pick it up, then continue into the next section of the facility.



Go up the ramp at the far end of the pod-assembly line. Hop onto the elevator pad at the next hallway's end and ride it to the control room where Kota awaits.



Jedi Master Rahm Kota

Apparently, Kota wasn't expecting to see you. The look on his face reveals disappointment. His attacks on the Imperial shipyards weren't meant to get your attention, but rather your master's. It doesn't matter; Kota doesn't need to be excited to see you in order for you to destroy him....



Kota is a full-fledged Jedi Master, so be ready to use your lightsaber skills carefully. Leap at the Jedi Master and attack him with a lightsaber combo. He'll probably block your attack and counter. If he does, block his attacks by raising your lightsaber. Kota will often surround himself in a green Force sphere. When he does, leap away to create some distance between you and him. As you do this, he'll hurl his lightsaber at you, so stay on guard.

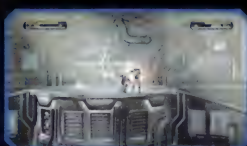
After you reengage Kota in battle, block his attacks and counterattack with 'saber combos. Engage Kota in a Lightsaber Lock and follow the onscreen commands to overpower him.

Slam Kota with Force Push attacks and streak behind him as he flies into a wall. When he lands, follow up your assault with whittle down his health bar.



"The remaining Jedi will be hunted down and defeated."

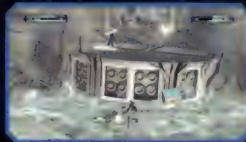
—Emperor Palpatine,
Star Wars: Episode III Revenge of the Sith



When Kota draws in debris toward him, double-jump into the air and prepare to evade his projectile attack. As he begins throwing debris at you, double-jump again and dash out of the way as the debris flies toward you. After firing off all of his debris, Kota's energy will be temporarily depleted.

Take advantage of his weakened state and dash toward him to attack. Unleash devastating lightsaber combos while he's dazed, then back away before he can counterattack.

After taking so much damage, Kota realizes you're more of a threat than he initially anticipated. He uses the Force to unhinge the control room and separate it from the rest of the TIE construction facility! As the control room free-falls toward the planet's surface, he reengages you in battle.



Blast Kota with Force Push and lunge at him as he reels from your attack. Follow your blast with several 'saber strikes, then retreat when he activates his green Force sphere. Leap between platforms so you're in the air during Kota's Ground Slam attack, then reengage him in battle while he's dazed from his missed assault.

As he nears defeat, Kota will attempt to hurl more debris at you. Continue dodging his projectiles and attack only while he's dazed.



WOOKIEE WARNING

If your battle with Kota takes too long, the control room will continue plummeting and will eventually reach the planet's atmosphere. When it does, the room will begin to superheat. The result is a white-hot lavalike glow on the room's floor, which will inflict damage when you step on it.



Once the general's health is depleted to less than 10 percent, a series of onscreen commands will appear. Follow them quickly and accurately to slam him with debris, pound him against the floor, and thrash him about the room. Just as he's about to be destroyed, he foolishly attempts to talk you out of defeating him. He rambles on about your future and how he sees only...himself?

It's too late. Your 'saber burns his eyes, and your final attack sends him flying through a window and plummeting toward the planet's surface. You take his lightsaber for your master and leap out of the broken window, landing on the *Rogue Shadow* as it speeds by below you. Your first battle against a Jedi is victorious.

RAXUS PRIME

MISSION DETAILS

Objective

Seek out and destroy Kazdan Paratus.

Bonus Objectives

Destroy 10 scavenger skiffs

Attain 150,000 Force Points

Locate 15 Holocrons

Enemies Encountered

Rodian Ripper

Rodian Heavy Defender

Jawa

Scrap Guardian

Scrap Drone

Junk Titan

Kazdan Paratus: Boss

"Where All Droids Go to Die..."



Your hunt for Jedi Master Kazdan Paratus takes you to Raxus Prime, a world whose entire surface resembles the trash heaps and junkyards of Coruscant. From high above the planet, Paratus's home looks much like a Jedi Temple. Once you touch down, however, it is clear to see that this planet is extremely hostile.

The ground is shrouded by a toxic mist that rises from a sulfuric lake of sludge. Meanwhile, transport beams flow overhead like a river of trash.

Take Out the Trash



After disembarking the *Rogue Shadow*, examine the power cell directly in front of you. Use your now-active Force Lightning to power up the cell and send it flying across the sludge lake. The cell spins and sputters directly into a crack in a distant wall.

Hop down onto the lower platform and turn left. Carefully approach the edge and target the sunken circular surface with Force Grip; pull it out of the sludge to create a raised platform.

MAP LEGEND

Holocron

JEDI KNOWLEDGE

After raising a platform from the sludge, it will slowly drop back into the toxic waste over time.

Just behind the first circular platform, underneath a large metal docklike structure, is a Holocron.

Double-jump off the platform, then dash into the little alcove to retrieve it. After taking the Holocron, re-raise the platform and double-jump back onto it.



WOOKIEE WARNING

Be careful while leaping from area to area. The sludge is extremely volatile and will drain your health almost instantly!

Double-jump from the platform onto the small docklike structure behind it. Slice through the first Rodian Ripper, then Force Push the other two into the sludge below. As you do, a scavenger skiff swoops in and drops off more enemies. Dispatch them quickly by tossing them into the sludge.



SITH WISDOM

After eliminating the Rodians, immediately turn around and Force Grip a power cell from the transport beam above. Toss the cell at the skiff as it tries to escape and blow it up!

As these skiffs swoop in to drop off enemies, use power cells to blow them up. You can destroy four in this area alone. You can also target the skiffs and zap them with Force Lightning to make them explode.





JEDI KNOWLEDGE

Some scavenger skiffs will make return trips, but don't always count on it! You'll need to attack quickly and accurately when trying to blow them up.

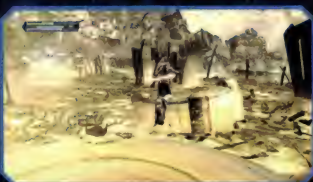
Hop down onto the lower platform. As soon as the Rodian Heavy Defenders get off their scavenger skiffs, they'll open fire, so immediately raise your 'saber to block. Fry the nearest Rodian with Force Lightning, then take out the other fiend with lightsaber combos.



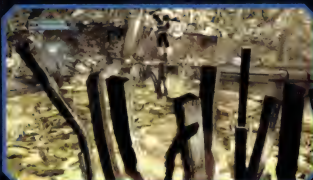
SITH WISDOM

Destroy the scavenger skiff before it flies away.

Carefully approach the edge and raise the submerged platform on the right. Jump onto it, then immediately double-jump onto the tilted platform ahead.

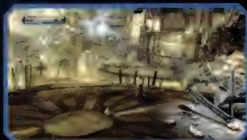


Raise another platform from the sludge, jump onto it, then double-jump and dash over the wall of girders onto the next platform just behind them. As you land, pick up the Sith Holocron to gain invincibility, and slash through the Rodians that are on a scavenger skiff.



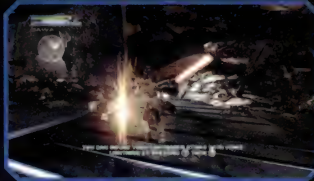
SITH WISDOM

Pick up the power cell near the platform's edge (or use Force Lightning) and destroy the skiff before it escapes.



Leap onto the ledge just beyond your platform and shove the Rodians into the sludge as they disembark their skiff. Destroy the skiff with a nearby red-ringed barrel, then detonate the power cell near the edge. It, too, flies toward the cracked wall and explodes. This time the wall crumbles, creating an entrance into a large cylindrical thruster room.

Follow the ledge on the right toward the hole in the wall. At the ledge's end, jump onto the platform just left and below you, then double-jump onto stable ground in front of the hole in the wall.



Venture into the large thruster room and confront the Jawa on the right. Sidestep his explosives as you approach him, then cut him down with a short lightsaber combo.



Circle around to the right, cutting down Jawas. The little trash mongers are not particularly resilient, so a simple combo or Force Push will dispatch them quickly. Hop onto the small ledge on the right and take out the three Jawas, then turn right again.

Jump up the series of ledges to the right and ascend the thruster room. Reach the two Rodian Heavy Defenders and engage them with a quick combo. Begin your lightsaber combo on one Rodian, and finish the combo on the second. This keeps them from opening fire on you and blasting your Health bar to bits. Force Push one of the Rodians off the ledge, then finish off the other with quick combos.



There is a Holocron in the thruster room, but it can be tricky to reach. Begin by dropping down onto the spinning rotor in the room's center. From the rotor, leap onto the small ledge on the left. Follow it to the series of brown pipes leading up and across the room to another ledge.



Jump onto the raised area on the left, then double-jump onto the tiny ledge on the large spinning rotor. Follow the ledge as it circles around the rotor, then double-jump and dash onto the ledge along the far wall. Land and immediately dispatch the two Jawas and claim your Holocron. After picking up the Holocron, jump back down to the ledge just below you.



Go through the hole in the wall and drop into the long trash tunnel. Follow the path and fry the two Rodian Rippers you encounter. Near the tunnel's end is a metal wall with an X-shaped tear in it. Blast the X with your Force Push to widen the tear and step through.

Eliminate the Jawas on the other side with short bursts of Force Lightning and quick combos, then leap atop the rising ledges just ahead. Before you leap back down to the ledges' other side, stop and locate the Rodian Heavy Defenders farther down the path.

Use the red-ringed barrel nearby to blow up the Rodians on the far right ledge, then double-jump and dash at the Rodian Heavy Defender on the far left ledge. Cut him down with 'saber strikes before he can open fire on you.



With the two Rodian Heavy Defenders no longer perched at high sniper positions, it's safe to jump down onto the bottom floor and take the fight to the Jawas and Rodians. First destroy the Heavy Defenders, then slash through the Rippers. As you do, let your combos also strike the nearby Jawas.

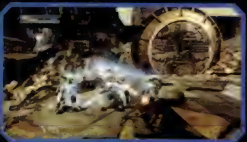
Leave the fallen trash mongers behind and use the Force to create protective cover overhead by bending the metal panels above you. The falling sparks drop harmlessly on the metal canopy, allowing you to continue to the path's end. When you reach a small river of sludge, double-jump onto the far ledge, then leap onto the small metal walkway leading right. Follow the next tunnel to its end and turn left.

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Make a sharp left at the tunnel's end and grab the next Holocron.

There is a crashed starship crawling with Rodians in the next area. As you approach, they're engaged in battle with Scrap Guardians. Stay on your perch before dropping down and joining the battle. Wait for a scavenger skiff to pull up just below you and to the left. Force Grip a nearby power cell from the trash transport beam and hurl it at the skiff to destroy it, then blast the Rodian Heavy Defenders below with Force Lightning.



Though you help the Scrap Guardians by taking out the Rodian Heavy Defenders, that doesn't stop them from teleporting behind you on your ledge. Turn on them and finish what the Rodians started. Cut through the walking trash monsters with several strong lightsaber combos. Drop to the bottom floor and pick up the Sith Holocron near the area's center.

The Sith Holocron temporarily grants you unlimited energy. Take advantage of this and unleash Force Lightning, Force Push, and Force combos on the remaining Rodian Heavy Defenders and Scrap Guardians. If your boost runs out before you demolish all enemies, retreat back to higher ground and assault them from above.

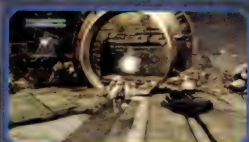


WOOKIEE WARNING

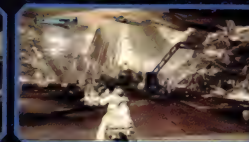
Just because the Sith Holocron grants you unlimited energy doesn't mean you can be careless. Enemies can still hurt you, so don't allow them to surround you or you're toast.



After defeating all the enemies near the crashed starship, examine the niche behind the rear engine covering to find another Holocron.



With the area clear, approach the large metal structure at the crash site's far end. Use Force Grip to lift it out of the ground, then hop onto it and turn toward the crashed ship. Double-jump from your structure to the large glowing cone on the ship's right end. To remove the cone, hit it with Force Lightning or with the maglane engines you can grab as they float by. Finally, double-jump into the hole in the starship left by the cone.



Inside the ship are several Rodian Rippers. Hurl explosive canisters at them, then lunge at them with your lightsaber swinging! Dice them to bits before turning your attention on the Heavy Defender at the chamber's far end. Fry him with Force Lightning, then finish him off with your 'saber.

Exit the chamber through the hole at the ship's rear and join the battle between the Scrap Guardians and the Rodians. Throw large pieces of scrap metal at your enemies as they fight each other, then rush in behind your projectiles and slice them up.



SITH WISDOM

Another scavenger skiff swoops in at this area's far end, near the cliff. Destroy it with a nearby power cell before it leaves.



Grab the Holocron near the cliff's far right edge before leaving this area.





Decimate the Rodian Heavy Defenders in the area first. If they are out of your 'saber's reach, use Force Push and Force Grip to toss them over the cliff. Next, turn on the Scrap Guardians and engage them in battle. String your combos together as you jump from one Guardian to another. Don't allow them to surround you, but if they do, use Force Push to blast them away.

With the coast clear, approach the circular hatch doors near the far left corner and blast them open with Force Push. Dash inside and turn left. Follow the tunnel, blasting Jawas out of your way.



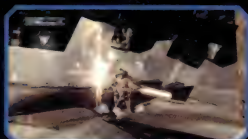
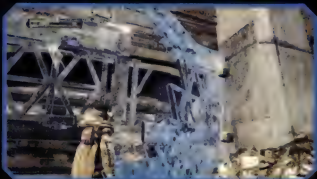
At the tunnel's end, before leaping up into the tunnel's second level, Force Push the circular hatch and split the hatch doors open. Behind them is another Holocron; grab it before proceeding.



Leap onto the tunnel's second level and follow it to its end. You emerge high above a wide-open chasm guarded by a Heavy Defender. Pick him up with Force Grip and toss him into the chasm. Hop to the level below and grip the barrels on the chasm's edge. Maneuver them across the gap and slam them into the Rodian Heavy Defenders guarding the left and right sides of the metal grates bridging the canyon.

Dash across the grates to the canyon's other side and zap the Heavy Defender in your way. Engage the Rodians with quick lightsaber combos. String them together as you move from Rodian to Rodian until you reach the Heavy Defender at the rear of the pack. Target the tower near the right wall and crush it with a Force Push to destroy the Rodian perched on top.

Force Grip the large gates at the far end and swing them open.



The next area is flooded with Rodian Heavy Defenders. If you speed in carelessly, they'll shred you to pieces in no time. Instead, take cover behind the pillars nearby and target the closest defender with Force Grip. Zap him with Force Lightning while he's floating helplessly in the air,

then toss him at the Rodians to the right. Rush into the large steeple-like structure on the right, blow up the two Rodians with an explosive barrel, and grab the Sith Holocron inside. The Sith Holocron increases your damage, so quickly leap out of the structure and lunge at the Rodians on the right.

Cut through as many as possible while your damage is increased, then take cover behind the large scrap-metal pieces to avoid taking damage yourself. Wait for the Heavy Defenders to reload; dash out of cover and fry the rest with Force Lightning. Clear the area's right side before exploring the far left side. You'll encounter two or three more Rodians. Hurl them off the cliff to clear the area of all enemies.



After dispatching all enemies, explore the area. Begin by crossing the long bridge on the far left side. Grab the Holocron there. Then, walk over to the far right corner of the area to find another Holocron.



A laser gate blocks the path into the next area. Walk into the tunnel on the area's right side and take the elevator down one level. At this area's center is a large electrical power supply guarded by several Rodian fighters and a few Jawas. Slice and dice the Rodians as you approach the power supply, and blast the Jawas with Force Push to eliminate them quickly.

Shove the Rodian Heavy Defenders at the rear of the power supply off the cliff. Return to the power supply and use Force Grip to move the large rectangular switch on the power generator. This turns off the laser gate on the first level.



Before returning to the first level, check the garbage skiff behind the power supply. Another Holocron is sitting on top of it. Then, explore the left corner to find another Holocron just as you did in the first level.



Return to the first area, where several more Rodian fighters have entrenched themselves. As you exit the elevator tunnel, dash away from their fire and take cover behind the steeple-like structure at the area's center. Circle around the structure and sneak up on the Heavy Defenders. Thrash them with Force Grip, then rush into the area where the laser gate once stood.

Follow the tunnel as it winds into a large wide-open chamber with a cliff at the far end. Blast the Scrap Drones with Force Lightning; they're not tough to bring down, but if you leave them alone for too long, they'll lock on to you with a vacuum beam that sucks away your Force energy.

Take a minute to examine the area below before dropping into it. At the chamber's far end is a cliff with a large metal beam hanging precariously above the chasm. To the left and right are ledges where several Scrap Guardians stand watch. At the room's center is a large deactivated piece of electrical equipment. Hop down to the right ledge and destroy the first Scrap Guardian.



Pick up the Holocron on the right ledge as you fight the Scrap Guardian.



Leave the Sith Holocron at the right ledge's end and leap down to the center area. Use short 'saber combos to take out the Scrap Guardian, and jump onto the left ledge where a Scrap Drone and a Scrap Guardian wait. Destroy the Drone with a blast of Force Lightning before turning on the Guardian.

Walk up to the final Guardian by the engine and toss him off the cliff. Don't engage him near the engine or you'll risk being thrown off the cliff too! After dispatching the Scrap Guardian, target the engine on the left and hit it with Force Lightning. The engine comes alive and begins to melt the large piece of metal hanging over the chasm.

Return to the chamber's center area. A large Junk Titan has appeared and is now towering over you. Dash past him and streak onto the far right ledge again.



From the safety of your ledge, grab the power cells nearby. As you throw the cells toward the Junk Titan, light them up with Force Lightning to inflict extra damage. Stay on the move to avoid his attacks. The Titan will pound on the ground, sending a shock wave that burrows into the ground and erupts beneath you. When the ground begins turning bright orange, dash away to avoid the ensuing explosion.

Stay on the ledges as you fight the Titan. Hit him with surges of Force Lightning to whittle his health even more. Continue to dash away from his attacks and pelt him with power cells until he is nothing more than a pile of scrap metal.



JEDI KNOWLEDGE

There are several ways to destroy the Junk Titan. You can also stay on the ledges and periodically activate the large firing beam at the chamber's center by blasting it with Force Lightning as the Titan lumbers underneath it.



If you want to get close, pick up the Sith Holocron at the right ledge's end and increase your damage. Dash at the Titan while your damage increase is active and slash away at him. Once he is ready to fall, a series of prompts will appear onscreen. Match them to finish off your foe.



Edge out to the right ledge's end and Force Grip the large beam on the chasm's other side. Bring it down with the Force and create a bridge. Carefully hop down onto the bridge and speed across. At the first stop, deal with the Scrap Guardians by crushing them with strong lightsaber combos. Take out the first wave of Guardians, then use Force Push and Force Grip to shove the other Guardians over the edge.

Creep to the ledge's end and grip the large curved piece of metal hanging on the right cliff side. Bring it down to create a platform and hop onto the piece of metal. Double-jump and dash onto the next ledge.



Stop at the second ledge and examine the girders on the left. There's a Holocron beyond them



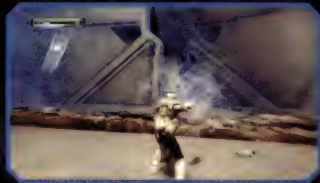
on a distant platform. To reach it, first use Force Push to destroy the girders, then use Force Grip to lower another curved piece of metal next to the platform. Back away from the wall of girders and blast them with Force Push to bend them out of the way.

Lower the piece of metal attached to the girders to create another platform; creep out onto it. Double-jump and dash onto the second metal platform (the one you lowered first) then double-jump and dash onto the platform containing the Holocron. Backtrack to return to the main path.



Turn right at the girder wall and head down the path. When you encounter a group of Scrap Drones and Guardians, take out the Drones immediately. Blast them with Force Lightning to fry them, then string together several combos to scrap the Guardians.

Just before you reach the doors into the next area, a large Junk Titan appears directly in front of you. Circle around him and repeatedly hit him with Force Lightning to whittle down his health. Keep your distance as you circle around him, and dash away from his burrowing attacks. If he begins swinging his boulder hand, double-jump into the air to avoid it and hit him with Force Lightning while in midair. To crush the beast once and for all, follow the onscreen commands as they appear.



Force Push the doors behind the Junk Titan.



There are three Holocrons behind the large doors. The first is on the left. The second is floating above the center of the path ahead; position an AT-CT head underneath to reach it. The third is in the far right corner, on top of the right platform. Leap from the AT-CT head to the platform and grab the Holocron.

Get on the elevator at the path's end to reach Kazdan Paratus's lair.



Paratus and His Puppet



The elevator takes you to Kazdan Paratus's hiding spot—a nostalgic, if not sullen, re-creation of the Jedi Temple on Coruscant. Not only has the cowering Jedi re-created the Jedi Council chamber, but he's also sculpted many of the Jedi Council members out of trash. Lock on to the speedy Jedi and attack!

Lunge at him with several quick lightsaber combos and block his counterattacks. Engage him in a 'saber lock and overpower him. As he stumbles away from your assault, dash toward him and hit him with more combos.

Kazdan Paratus doesn't use many Force powers, but his lightsaber skills are extremely dangerous. Keep him at bay by blocking his 'saber attacks, then counter with your own.



Follow the Jedi as he speeds about, and occasionally hit him with Force Lightning blasts. If you engage him in a Force Lock, time your button presses with the onscreen prompts to overpower him. When Paratus's health drops to about two-thirds, he'll retreat to a pillar outside the arena, far beyond your reach. From there, the cowering Jedi will summon a Junk Titan to fight for him. Defeat this Titan just as you did the previous one. Strafe around the beast as you scorch him with Force Lightning blasts, and avoid his boulder and burrowing attacks.

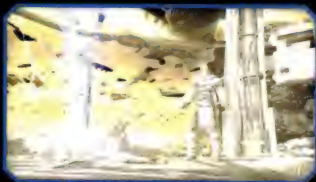
When the Titan begins stomping his feet, leap into the air to avoid being knocked down by the tremors. Once you've destroyed the Titan, Paratus will begin throwing objects at you from his pillar. Wait for him to lock on to an object and leap away from the projectile. If you try dashing out of the way too early, he'll hit you as you stop.



After you dodge Paratus's projectile attacks, he'll leap back into the middle of the arena and resume the fight. Mix up your attacks—if he's close, use 'saber combos. If he backs away, switch to Force attacks like Lightning blasts and Force Push. When engaged in Force Lock or 'saber lock battles, follow the onscreen commands as they appear and overpower the pint-sized Jedi.

Eventually, after losing nearly two-thirds of his health, Paratus retreats to his pillar again and summons a second Junk Titan. Destroy the Titan as you did before, then dodge the Jedi's projectiles to lure him back into the arena. Once there, finish him off by following the final series of commands that appear.

As the Jedi lies defeated on the floor, he sighs his last words: "I'm sorry, Masters. I've failed you again...." And with that, a bright blue beam of light shoots out of his body and into the air. The mysteries of the Jedi....



FELUCIA

MAP LEGEND

 Holocron

Found at end of
Secret Tunnel

Secret Tunnel
Entrance

MISSION DETAILS

Objective

Hunt down and destroy Shaak Ti.

Bonus Objectives

Destroy four Rancors

Attain 250,000 Force Points

Locate 15 Holocrons

Enemies Encountered

Felucian Warrior

Felucian Shaman

Felucian Chieftain

Felucian Slug

Yerduu Poison Spitter

Rancor

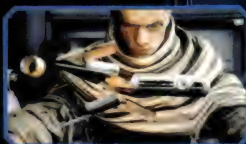
Saddle Rancor

Shaak Ti: Boss



STAR WARS
THE FORCE
UNLEASHED

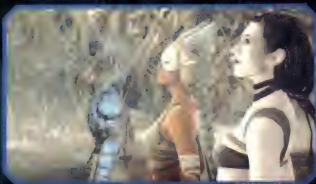
"Then There Is but One More Test."



As you meditate on your victory over another Jedi, your master interrupts. The 'saber you were building falls to pieces, and Darth Vader storms up to you. He dismisses your victories over both Jedi, claiming they were nothing more than "an old man and an outcast." He has one more test for you before you can fulfill your destiny by his side.

Your next test is against a true Jedi Master, one of the last of the Jedi Council. You're to fly to Felucia and hunt down Jedi Master Shaak Ti.

Juno deftly pilots the *Rogue Shadow* toward the fertile planet of Felucia. Meanwhile, on the planet's surface, Shaak Ti and her apprentice anticipate your arrival. Maris Brood, Shaak Ti's Padawan, is eager for a fight. She's not pleased when her master sends her away. There's a hint of darkness in Brood, and Shaak Ti knows this.



JEDI KNOWLEDGE

You automatically learn Force Repulse at the start of this mission.



Speed through the vibrant Felucian forest until you encounter the first of many Felucian Warriors. They're highly skilled with the sword, so block their attacks before countering with Force Lightning and 'saber combos.



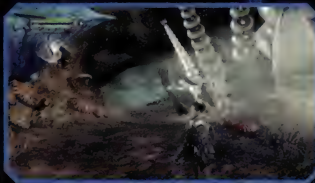
Check the small alcove on the right, just off the main path. Pick up the Holocron before returning to the main path.



Continue stalking down the path. When more Felucian Warriors come speeding around the corner, detonate the large bulbous plants to inflict major damage on them. Slash at the Warriors as they attempt to get back on their feet, then speed past their demolished bodies.

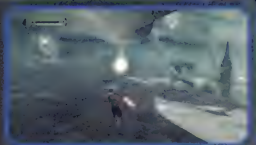
Electrocute the next group of Felucians with Force Lightning. If they surround you, use Force Repulse to create some breathing room, then resume your 'saber assault.

At the main path's end are a Felucian Warrior and a Yerdia Poison Spitter plant. Pick up the Warrior, toss him at the plant before it can spit poison at you, then enter the tunnel ahead. This leads into the interior of a huge mushroom.



Before proceeding up the mushroom, carefully edge out to the spiral walkway and drop onto the walkway below.

Make a left and pick up the Holocron near the large mushroom pad. Use the mushroom pad to return to the next level.



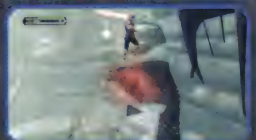
Turn right and follow the curving pathway as it spirals upward. Block the Felucian Warriors as they attack, then counter with 'saber combos. Use Force Push and Force Grip to toss the Felucians over the walkway's side, sending them down the center of the mushroom structure.

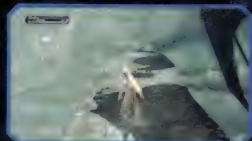
Reach the large connecting bridge crossing the structure's center and take it up to the next level. At the bridge's top, turn so that the other bridge is just below you and to the left. Carefully hop down onto the bridge below.



Hop down onto the second bridge, leap over the Sith Holocron near the midway point, then jump onto the ledge just behind it.

Pick up the Holocron on the left before returning to the bridge containing the Sith Holocron.





Speed up the bridge and pick up the Sith Holocron. Make a right and use your increased damage to easily slice through the Felucian Warriors.



Turn right onto the small bridge and leap over the Poison Spitter's attacks. Dash up to the spitter and zap it with Force Lightning.



From the small bridge, turn right and locate the Holocron hanging on the nearby pad. Double-jump and dash to grab it before returning to the little bridge.



Finish walking up the little bridge and make a left. Head up the winding ledge and shove your Felucian foes over the ledge's side until you reach the Sith Holocron. Pick this up to gain a Health Drain Aura, then dash toward your next victim. Cut him down with a combo as your aura does its job.

Take advantage of your temporary boost and allow the Felucian Warriors to get near. When they do, string together a chain of combos and take them all out.



Stop near the walkway's midpoint and turn left. Locate the Holocron high along the series of hanging pads. You can't jump from the

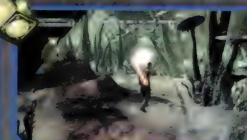
first pad to the second, so double-jump onto the small forked structure on the ledge and immediately double-jump and dash onto the second highest hanging pad.

From there, jump up the series of pads until you reach the Holocron, then jump back down to the spiral ledge.

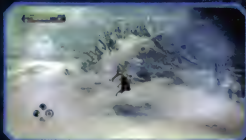


Go through the tunnel at the walkway's end and emerge in the Felucian wilderness. Exit the tunnel and make a beeline toward the Felucian Shaman. Dash past the other Felucians and concentrate on the Shaman first—it is much harder to eliminate the other Felucians while the Shaman is alive.

With the Shaman down, take out the other Felucians with strong lightsaber combos. String combos together to make one long, seamless assault on the Felucian pests.



As you emerge from the tunnel, make a sharp right. Pick up the Holocron behind the large curved spike before returning to the main path.



Fight past the next wave of Felucian Warriors using quick 'saber assaults. The area here is wide open, so you're more likely to get surrounded. If this happens, use Repulse to knock enemies away, then use Force Push or Force Throw to send foes flying into nearby walls and poisonous pits.

Farther down the path is another Felucian Shaman. Dash toward him, past his lackeys, and stop when you're within throwing range. Rip one of the nearby spikes from the ground and hurl it at the Shaman as you approach. As he tries to get up, fry him with Force Lightning, then turn on the other Felucians behind you.



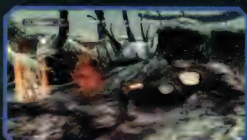
WOOKIEE WARNING

Don't step on the pustules on the ground as you navigate the Felucian wilderness. If you do, they'll blow up and inflict damage. Similarly, the pits in the ground are full of poisonous gas, so don't fall in!



SITH WISDOM

Keep an eye out for a Sith Holocron near the path's far right edge. It temporarily grants you unlimited energy.



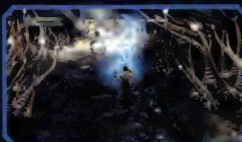
Hidden in a tunnel just off the path's far left side is another Holocron. Grab it and return to the main path. Before leaving this area, remove the large Sarlacc tooth by the exit tunnel to locate another Holocron.



Streak into the next tunnel and slam the Felucians with Force Push. Use Force Lightning-infused 'saber assaults to cut through your enemies.



While in the tunnel, stop near the fork in the road. Leap through the broken wall at the center of the split path and grab the Holocron floating overhead.



Leave the tunnel and sprint down the path toward the next group of Felucians. Dash past the first few Felucian fiends and furiously fling yourself at the Felucian Shaman at the group's rear. Strike him down first.

After finishing off the Shaman, focus on the Chieftain. He's dangerous if left unchecked. Use 'saber combos and short bursts of Force Lightning to eliminate him.



Drop down into the next area—a pit where a Rancor beast waits. Blast it with Force Lightning as it trundles toward you, then dash away before it gets too close. Speed past the Felucian Warriors in your way. You can deal with them after you take down the Rancor.

Grab the Sith Holocron near the pit's center, and turn on the Rancor while your damage is increased. Hit it again with Force Lightning, then furiously slash away at its legs until you destroy it.



JEDI KNOWLEDGE

This is the first of four Rancors you must destroy to meet your bonus objective.

With the Rancor destroyed, take the fight to the Felucian Warriors in the pit. They're no match for you while your damage is increased, so have at them! Cut through them with your 'saber and clear the area of all hostiles.



There is a Holocron floating near the far left wall of the Rancor pit. Grab it before leaving.



Leave the Rancor pit and storm down the path at the far end. When the attacking Felucian Warriors lunge at you, speed past them and their Chieftain. Lock on to the Felucian Shaman at the rear of the pack and Force Push him away from the others. After you destroy him, turn on the rest of the Felucians and strike them down with a string of combos. The remaining Felucian Warriors can easily surround you, so use Force Repulse to shove them away.

Stop before entering the next tunnel and use Force Lightning on the Poison Spitter in the entrance's top left corner. Grab the Sith Holocron as you enter the tunnel to gain unlimited energy for a short time. Use Force Lightning to eliminate all enemies in your path as you speed through the tunnel.

Pick up the Holocron floating on the path's right fork, near the tunnel's midpoint.



Exit the tunnel in a long narrow chamber flanked by several large ledges. Inside this chamber are three more Rancors and plenty of Felucian fighters.



There are several Holocrons in the narrow chamber. Grab the first two by jumping onto the ledge on the far right.





As the first Rancor approaches, dash toward the ledge on the right wall. Lure it toward you and take cover behind the ledge's upward-turned lip. When the Rancor gets within striking distance, unleash a series of Force Lightning attacks. As your energy regenerates, fend off the Felucian fighters that come flying at you.

Knock them off your ledge with Force Push or Repulse, then resume your Lightning attacks on the Rancor beast. If the Rancor lifts its hand to swipe at you, double-jump high into the air to dodge the beast's assault.

Double-jump across the chamber onto the ledge along the far left wall. Dash toward the Felucian Shaman on the nearby precipice and crush him with 'saber strikes.



From here, lock on to the second Rancor and zap him with Force Lightning, just as you did the other. Fend off more Felucian fighters while your energy regenerates, and double-jump to avoid the Rancor's projectile attacks. Whittle down the Felucians' numbers before hopping down onto the main floor.

Lure the Rancors and remaining Felucians toward the large plant at the center of the chamber. Dash around the plant and let your enemies form a short line behind you. When they do, turn toward the plant's base and zap it with Force Lightning. This stimulates the plant's reflexes, and its curled arm lashes out at the nearby enemies!



Continue whacking the Rancor and Felucians with the plant's curled-up arms until you eliminate all foes.



JEDI KNOWLEDGE

After defeating the three Rancors in this narrow chamber, you've completed your first bonus objective.



With the first section of the narrow chamber clear, collect the Holocron on the far ledge. Double-jump onto the farthest ledge along the left wall and pick it up before continuing.

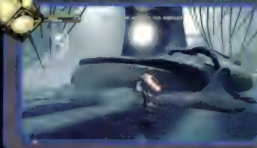


Pick up the Sith Holocron as you speed into the next area.

There's another large whack plant near the area's center. Lure enemies toward it, then activate its thwacking reflexes to destroy them.



Pick up the final Holocron resting atop the base of the second whack plant.



The Last of the Council



In the next area, you find the Jedi Master meditating in front of a large open chasm containing a Sarlacc creature. Just as you approach for the final battle, Shaak Ti senses your presence and draws her 'saber. She's ready for you.

Immediately run up to Shaak Ti while blasting her with Force Lightning, then strike at her with your lightsaber. Avoid the pustules on the ground as you attack. If you step on them, you'll take damage and leave yourself open to Shaak Ti's attacks as you stumble back.

Dash away if she lunges toward you, then resume your assault with Force Lightning.



When Shaak Ti leaps into the air to execute a Ground Slam attack, leap into the air and dash to avoid her shock wave. Lunge at her immediately upon landing and hit her with several 'saber combos.

Block her counterattack, then zap her with Force Lightning again until she attempts to retreat. If she tries attacking you with her lightsaber, block again and back away to allow your energy to regenerate.

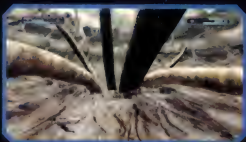
After taking some damage, Shaak Ti will summon a few Felucian fighters to fend you off. Focus on fighting these fiends first. Once they're gone, resume your assault on the Jedi.



If Shaak Ti surrounds herself in a red Force sphere, back away immediately. She creates a second Force sphere above her, leap away as she launches this at you. Sprint and dash around the arena until she stops hurling Force spheres at you, then dash toward her and hit her with Force Lightning again. If you engage her in a Force Lock, follow the onscreen commands to overpower her.

After taking even more damage, Shaak Ti will summon more Felucians. Fend off her second wave of Felucian fighters.

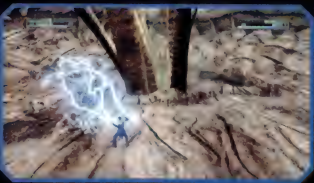
Eventually, Shaak Ti decides that she needs a change of scenery, so she leaps off the ledge's side and lands on the Sarlacc pit's bottom level. There she'll use the Sarlacc's tendrils as weapons, so be careful!



Resume the battle just as you did on the previous level. This time, however, Shaak Ti adds a new attack to her repertoire—she fires an underground tremor at you that surges along the ground like a shock wave. Leap over them just as you did her other attacks, then dash away.

Watch for the large Sarlacc tentacles to start flailing about. When they begin slamming down on the rest of the pit, dash away to either side and avoid their crushing attacks.

Continue attacking Shaak Ti and her Felucian comrades with Force Lightning and 'saber assaults until the onscreen prompts appear. Match the first few prompts to engage Shaak Ti face-to-face.



Realizing that she's about to perish, she leaps atop an overgrown tentacle whipping around in the background. Follow her onto this and block her attacks. Continue following the onscreen prompts until you bring down the final member of the Jedi Council. As expected, the defeated Jedi attempts to dissuade you from destroying her. Just as the Jedi before her, she tries convincing you that you could be so much more than a Sith Lord and Vader's puppet. Her words fall on deaf ears, and she falls into the chasm. Your job here is done.



VADER'S FLAGSHIP

MISSION DETAILS

Objective

Rejoin Darth Vader, challenge the Emperor, and fulfill your destiny.

Enemies Encountered

None

Collectibles Found

None

This chapter is a bridge between Acts 1 and 2 of *Star Wars: The Force Unleashed* and, more importantly, is a bridge between the prequel trilogy and the original trilogy. During Act 1, you were tasked with hunting down Jedi in accordance with Order 66, thus bringing a tidy end to the first three episodes of the *Star Wars* saga. During Act 2, you'll take part in setting up the last three episodes of the saga.

"We Will at Last Control the Galaxy!"



Having just defeated Jedi Master Shaak Ti, you communicate your success to Darth Vader via PROXY. He seems pleased—about as pleased as Darth Vader can seem, at least—and commands you to rendezvous with him on his flagship.

You can now stand together against the Emperor...and destroy him!

Betrayal!



You fly back to Vader's flagship to discuss the next phase of your plan. Little do you know that the Emperor's spies have followed you! All of Darth Vader's efforts to keep you a secret from the Emperor were wasted, as your existence has been discovered. Shortly after your arrival on the flagship, the Emperor's ship arrives, only it was not Vader who summoned him....

Just as the Emperor enters the chamber, Vader runs his lightsaber into your back. You've been betrayed! Still alive, you plead with your master to let you live. What of your plans to destroy the Emperor together?

Still, the Emperor's hold on Lord Vader is stronger than the sound of your pleas. The Emperor issues Vader an ultimatum: Either Vader destroys you to prove his loyalty or the Emperor will eliminate you both. Without hesitation, Lord Vader sends you through a glass pane and into the darkness of space....



"It Is Done!"



Once the Emperor is satisfied that you're no longer a threat, he returns to his ship and departs. Little does he know that Vader's treachery is boundless. As he departed, the Emperor failed to notice a small droid zip out into space toward your lifeless floating body.

Moments later, the darkness begins to fade. You wake up on an operating table—alive! Lord Vader salvaged your body and rebuilt you.

Now that the Emperor believes you're history, you can resume your path to fulfill your destiny. Only this time, you and your master must alter the plan. The Emperor's sudden arrival proves that he cannot be easily deceived. If you and Vader are to destroy him, you must divert his attention away from your machinations. Your new task is to provide a large enough distraction to keep the Emperor preoccupied. Lord Vader believes that only a rebellion could sufficiently do this. Before you and Vader strike, you must raise an army. A rebel army. You must form a Rebel Alliance....



As always, PROXY is there by your side. He's pleased that you've survived, but only because he can continue to try and destroy you himself...to fulfill his programming, of course. He scuttles off to prep the *Rogue Shadow* for departure, but you're going to need a pilot.

With your next mission in hand, you must rescue Juno from captivity. Even in her weakened state, she's a better pilot than anyone else you can find. Besides, she's much more than a pilot to you.

EMPIRICAL LAB

MISSION DETAILS

Objective

Escape the ISS *Empirical*.

Bonus Objectives

Destroy all six remaining escape pods

Attain 150,000 Force Points

Locate 5 Holocrons

Enemies Encountered

Imperial Stormtrooper

Imperial Officer

Imperial EVO Trooper


Imperial Interrogation Droid

Stormtrooper Commander

Shadow Trooper

Imperial Purge Trooper

MAP LEGEND

 Holocron



"Ah, yes, the pilot."



As PROXY scampers off to prep your ship, you're left to escape the main lab and rescue your pilot, Juno. Before exiting the large glass chamber you're trapped in, look to the lab's right. Locate the large generator, located nearby in one of the room's niches; then use a Force Push to shatter the glass and escape the chamber. The lab immediately begins filling with deadly gas!

Speed through the gas toward the generator. Lift it out of the ground to deactivate the gas.

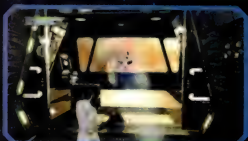


Pick up the Holocron in the small corridor leading out of the main lab.



SITH WISDOM

As you storm down the lab's passageways, you can also use Force Push to bust the windows and blow your foes out into space.



Rush out of the main lab, through the small corridor, and into a long tunnel. Pick up the first Stormtrooper and hurl him at his squad mates. There are several more Stormtroopers down the hall to the right.

Turn right in the hall and use quick 'saber combos to slash past the Stormtrooper squad. Lightning-infused 'saber attacks and Force Push attacks are both extremely effective here. If any Stormtroopers remain out of reach, hit them with Force Lightning to clear the hall.



Make a right at the hall's end and enter the specimen lab.



Follow the catwalk as it wends right, and Force Push the three Imperials ahead. Lock on to the Imperial EVO Trooper at the room's rear and fry him with Force Lightning. His blaster is equipped with a special

type of shock ammunition. If he blasts you with it, he can temporarily stun you and leave you defenseless. Cut him down, then leap onto the top of a specimen jar nearby.

On the bottom floor are more EVO Troopers. Lock on to them as they pass underneath you and stun them with Force Lightning. Jump down to the main floor of the specimen lab and engage the troopers with swift 'saber strikes. If an Imperial Interrogation Droid buzzes up to the battle, grip it and toss it at the troopers.



While in the specimen lab, go to the room below and pick up the Holocron to the entrance's left. Shatter the glass specimen container near the lab's far left corner and pick up the second Holocron before proceeding.



Force Push the lab's exit doors and enter another short hall. Make a left, then a right into a longer hallway occupied by more Stormtroopers. Wait at the entrance to the long hall and allow one of the Imperial EVO Troopers to get close. When he does, pick him up and throw him at the other troops down the hall.

If you miss the Trooper manning the turret down the hall, zigzag down the halls, dashing past the turret's blaster fire, then slash him to ribbons.

Follow the hall into the escape pod room. Use Force Lightning to activate all six pods. The active pods skitter into the closed hatch doors and get stuck. They soon burn out and explode, leaving no pods for the troopers to escape in.



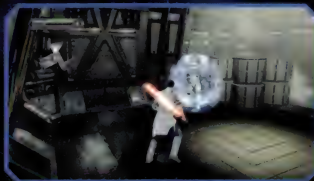
SITH WISDOM

By destroying all pods here, you complete your first bonus objective.



The sixth pod reveals a Holocron after it's been activated. Grab it before you leave the room.

Blast down the escape pod room's exit doors and pick up the Sith Holocron in the next passageway to replenish your health. Speed down the passage and zap the troopers with Force Lightning as you approach them.



Dash toward the hall's end and detonate the barrels next to the Stormtrooper Commander. If the blast doesn't destroy him, finish him off with quick combos. As you approach the hall's end, a Shadow Trooper appears.

He'll probably disappear before you can reach him. Wait for him to reappear, and Force Grip him before he vanishes again. While he's in your grip, thrash him about to dispatch him.



Grab the Holocron in the corner of the hall. The barrels you previously detonated hid it.



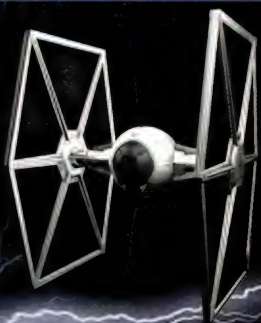
Backtrack to the hatch doors on the passage's right. Behind them are two EVO Troopers and one very large Imperial Purge Trooper. Force Push through the door and rush in. Don't try to use Force Lightning on the EVO Troopers; they'll immediately shield themselves. Use your lightsaber and other Force attacks to take them out.

Quickly finish off the two EVO Troopers, then turn on the Purge Trooper. He's much harder to take down than any other Imperial Trooper. Lash out at him with Lightning-infused 'saber attacks and Force combos.



WOOKIEE WARNING

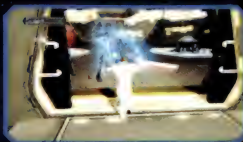
While you fight in this room, stay away from the large electrical generators. If you touch them, they'll inflict major damage!



Force Push the doors at the end and enter Juno's holding room. Dash out to the intersection of the walkway ahead and use lightsaber combos to take out the nearest EVO Trooper.

Backtrack to the walkway's center and use Force Repulse to knock away the other soldiers. Destroy them as they attempt to get up, then dash to the walkway's far end, toward the last EVO Trooper. Slice him up, then drop to the level below.

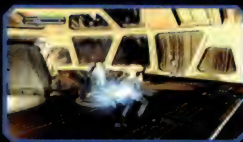
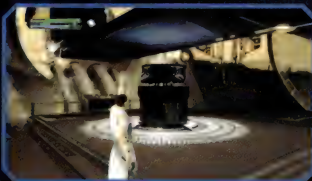
Dodge the two large Purge Troopers on the bottom floor, then rush into the small room on the right. Eliminate the Troopers in the room with Lightning-infused 'saber attacks, then take the fight to the two Purge Troopers outside.



Run out of the room and zap the Purge Troopers with Force Lightning. This stuns them and allows you to execute 'saber combos without fear of retaliation. Isolate one Purge Trooper while the other slowly lumbers toward you. As he does, use swift Lightning-infused 'saber attacks. If he raises his red shield, back away and hit him with Force Lightning to stun him again.

Pound away at the Trooper until you're facing the other Purge Trooper one-on-one. Dispatch him with electrified 'saber strikes and Force Lightning.

With the coast clear, lift the two large cylindrical reactors out of the ground to deactivate the laser gates on the level above.



Double-jump back up to the first level and rush into Juno's holding area. Decimate the Imperial Officers nearby and approach your pilot.

She's weak but alive. Even though Vader told her you were dead, she held on to hope. Hope that you were still alive. Hope that you would come for her. And you did.

CLOUD CITY

MAP LEGEND

Holocron



MISSION DETAILS

Objective

Escape Cloud City with General Kota.

Bonus Objectives

Freeze 10 Imperials in carbonite

Attain 200,000 Force Points

Locate 5 Holocrons

Enemies Encountered

Imperial Senate Guard

Ugnaught

Imperial Stormtrooper

Imperial Jumptrooper

Scout Trooper

Ugghernaught

Shadow Guard: Boss

**"I'm no Jedi now.
Not since...this."**



Cloud City is not as vibrant as Felucia, but it is teeming with life nonetheless. Unfortunately, the life there is drunk and angry. General Kota is somewhere among the scum and villainy in the bars of Cloud City.

Meanwhile, on the distant planet of Kashyyyk, Captain Ozzik Sturn stands at high attention to welcome his newest prisoner, Princess Leia Organa, daughter of Senator Bail Organa, arrives and is taken into custody.

STAR WARS
FORCE
UNLEASHED

"You will never find a more wretched hive of scum and villainy. We must be cautious."

-Obi Wan Kenobi,
Star Wars: Episode IV A New Hope

You arrive at the Cloud City bar and find Kota to be a shadow of his former self. His blind eyes have been bandaged, and he's drunk himself into a stupor. While you attempt to coerce him into joining you in creating a rebellion, an Imperial squad arrives.



Bar Fight!



Don't wait for the Stormtroopers to come to you. Instead, rush out into battle. Your mission is to get General Kota, so if he falls, you fail. Dash away from him to take on the Imperials by yourself. He'll follow behind you, but in his current state, he won't be as quick to join the battle.

The bar rests on a series of platforms; use these to your advantage. Toss the first Imperial Senate Guard over the platform's side to dispatch him quickly. By the time he hits the floor, other Imperials will practically be on top of you. Greet them with a string of lightsaber combos.



Double-jump onto the platform above the bar to find your first Holocron.

Before storming up to the bar's second area, break the glass advertisement on the right and carefully leap up to grab a Sith Holocron just beyond it. This increases your damage temporarily, so move quickly! Rush up to the next level and destroy the Guards there.

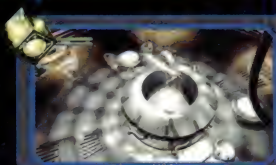


JEDI KNOWLEDGE

The Ugnaughts scuttling about the bar don't really pose much of a threat, but if you get rid of them, they'll count toward one of your Xbox 360 Achievements. If you really want to make things a bit more fun, try using Sith Punt attacks on them.

SITH WISDOM

As you stalk your prey throughout the facility, Force Grip the carbonite hoses and turn them on approaching enemies. Hit the floor fans with Force Lightning to send your enemies flying sky-high.



A Holocron is hidden in the center steam vent on the upper platform. Leap into the vent to retrieve it.



Walk into the hall on the second level and turn left. Blast the Imperial Senate Guard and Stormtrooper with Force Lightning. This should be enough to defeat the Trooper, but not the Senate Guard. Finish him with a combo or two before continuing down the hall.

The hall exits into a large circular walkway. Edge out to the hall's end and throw your lightsaber at the approaching Senate Guard. The lightsaber throw doesn't defeat him, but it slows him down and inflicts damage. Engage him with your 'saber to finish him off. While you do, Kota takes on a second Senate Guard that approaches from the left.



JEDI KNOWLEDGE

Kota will follow behind you through this entire mission, but if he dies, your mission is over.



Walk up the right path and follow it as it curves upward. Upon reaching the top, Force Throw the barrels along the walkway's edge at the approaching Imperials. The barrels contain carbonite, and they freeze the Imperials upon explosion.

Follow the walkway around and make a right down the far ramp. Fry your foes as they approach and trundle down to the wide-open area containing two large fans.



Examine the area's far right corner to find another Holocron.



Speed up the far ramp onto the walkways above the fan area. Dash down the catwalk and blast the enemies ahead with Force Lightning. The Stormtroopers don't stand much of a chance against your Lightning attacks, so weaken them with electricity and finish them with your 'saber.





After destroying the first two Stormtroopers on the catwalk, turn left and locate the Holocron floating high over the fan area. Double-jump toward it and dash above it so that you grab it as you fall back to the fan area below. After grabbing it, return to the catwalk.



Continue down the catwalk, passing under a large beam, and electrocute the Stormtroopers on the circular walkway ahead with Force Lightning. Dash at them with your 'saber swinging, then turn to the Imperial Jumpstroopers floating nearby. Their jetpacks allow them to hover over the action and usually keep them safely away from your 'saber strikes, so lock on to them and fry them with Force Lightning to bring them within reach.



After clearing the catwalk, backtrack to the large beam overhead. Double-jump onto it, then dash to the far end to find another Holocron. Be quick about it, though: There's a large thruster that slides back and forth along the beam. If you're in its way, it'll take you out.



Carefully approach the second circular walkway and toss the first Stormtrooper over the catwalk's side. Dash at the Scout Trooper next and cut him down with a 'saber combo. Circle around the catwalk to make sure you've removed all foes. If any remain, they'll make life very difficult for you in the next area as they pepper you with blaster fire from above.



Run down the ramp to the loading docks and turn left immediately. The docks are swarming with Imperials. Jumpstroopers, Senate Guards, Stormtroopers, and Scout Troopers are all joined by a new foe, the AT-ST-like Uggernaught. Dash left and meet the first Uggernaught head-on. Fry it with Force Lightning, then bring it down with Lightning-infused 'saber attacks.

After taking down the first Uggernaught, turn on the Jumpstroopers. Bring them down with Force Lightning and finish them off with combos. With the Jumpstroopers dispatched, use Force Throw to hurl carbonite barrels at the approaching Senate Guards. The barrels dispatch them quickly and help complete your first bonus objective.



When the second Uggernaught prowls toward you, back away and allow the surrounding Imperials to get close to it. As soon as they're all bunched up together, rush in and slash them all with Force Lightning 'saber strikes.

If the Imperials surround you while you crush the Uggernaught, dash away from the action to gain some distance, turn back on the group, and hit them all with Force Lightning. Approach them while they're stunned, then string together several combos to dispatch your remaining rivals.



After destroying the second Uggernaught on the loading docks, a transport shuttle arrives with a whole new batch of bothersome bullies. A Shadow Guard appears with a small complement of Stormtroopers. Run into the niche in the docks' far left corner and grab the Sith Holocron inside. With your energy now temporarily unlimited, rush out toward the Shadow Guard and greet him with a Lightning combo.



Focus solely on the Shadow Guard while your energy is maxed out, and take full advantage of your temporary boost. Knock the Shadow Guard to the floor, then zap him with Force Lightning as you approach.



The Jumpstroopers eventually arrive and attempt to join the action. When they do, use Force Lightning again to bring them down. Eliminate them with combos, then turn back to the Shadow Guard.

Continue to zap and pound on the Shadow Guard until the onscreen commands prompt you to finish him off. Follow these as they appear onscreen and lay the final assault on your now-frail foe.



With the battle over, General Kota still tries to convince you that defeating the Empire is a fool's errand. Unmoved by his doubt, you insist that the Empire must be opposed. Reluctantly, Kota decides to help.

KASHYYYK

MISSION DETAILS

Objective

Prove yourself to Kota's Senate contact by retrieving a mysterious object on Kashyyyk.

Bonus Objectives

Destroy the Imperial Comm Tower

Attain 300,000 Force Points

Locate 15 Hologrons

Enemies Encountered

Imperial Stormtrooper

Imperial Incinerator Trooper

AT-KT

Shadow Trooper

Stormtrooper Commander

Scout Trooper

Imperial EVO Trooper

Imperial Jumptrooper

Imperial Senate Guard

Imperial Royal Guard

Imperial Purge Trooper

Imperial Interrogation Droid

Captain Ozzik Sturn: Boss

MAP LEGEND

 Hologron

"We're heading to Kashyyyk."



Back on the *Rogue Shadow*, General Kota's drunken stupor has started to wear off. As his haze fades, one of his contacts in the Senate sends a communication. He doesn't say much other than the name of your new destination. Your next stop is Kashyyyk.

While you approach the planet, Kota remains tight-lipped about the purpose of your trip to Kashyyyk. He mentions that his contact in the Senate needs something from the Wookiee planet. If you get it, he might be persuaded to help you against the Empire. But the question still remains....

"Get What?"

There's no sense in standing around wondering what you're looking for. The war-torn Kashyyyk landscape sprawls out ahead of you, inviting just one more fighter, you, into battle.



Before leaving your landing area, turn left and locate the Holocron sitting behind the large tree stump. Grab it, then venture forward.



Just ahead, you come across a small dilapidated hut. Its walls are decorated with a strange symbol resembling a bird inside a circle. Fires rage just outside the hut, but amid the chaos and destruction, you sense something familiar. Something dark. Something sad.

You ignore Kota's warnings and allow your curiosity to get the better of you. Rather than press on into Kashyyyk as Kota suggests, you step inside the hut, where you're surrounded by a familiar force. Then he steps out of the shadows. His face is hidden by a low cowl, but his voice is familiar. "I never wanted any of this for you," he says. "I'm sorry, son." And with that, he fades back into the hut's ruins.

"For over a thousand generations, the Jedi Knights were the guardians of peace and justice in the Old Republic. Before the dark times, before the Empire."

-Obi-Wan Kenobi,
Star Wars: Episode IV A New Hope



Your father's apparition shakes you up a bit, but you're able to continue. Ahead you can see three Imperial Incinerator Troopers burning down what's left of the Kashyyyk wilderness. When they see you, they activate their protective shields and make a beeline for you.

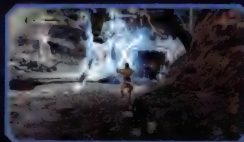
Their shields protect them from Force Grip attacks, so use Lightning-infused 'saber strikes to cut through their shields. After you burst their protective bubbles, unleash a series of combos to decimate the fiery fiends.



WOOKEE WARNING

Do not allow these fiery foes to surround you! If they do, you'll be Apprentice flambe!

After destroying the incinerator troops, examine the hollow tree trunk on the path's right side. A Holocron sits behind it, and another Holocron floats high above a stump on the path's right. Hop onto the stump, then double-jump to grab the Holocron.



Farther down the path, an AT-KT walker guards the entry into the Imperial fort ahead. Zigzag past the walker's blaster fire as you run up to it. When you're within striking distance, unleash a devastating current of Force Lightning and stun the overgrown mechanical monstrosity.

Creep between its legs and lash out at them with Lightning 'saber swipes to chop down the AT-KT. After weakening it, the final assault prompts appear. Follow them as they appear onscreen to scrap the metal giant.

With the metal monster minced, the fort's main gates are easily accessible... after you destroy the two remaining guards manning turrets, and a small complement of Stormtroopers. Zigzag up to the gates to avoid the blaster fire and pick up the Sith Holocron on the path's left side.





The Sith Holocron augments your damage temporarily. Take out the troops on the ground first, then dash to the path's sides to fry the troopers manning turrets. Lock on to them and unleash a blast of Force Lightning to dispatch them quickly.

Open the fort gates with Force Grip, then creep into the Imperial stronghold.

Immediately after entering the fort, carefully hop onto the strut ledge on the left. Edge out to the strut's end and pick up the Holocron.



The Sith Holocron on the immediate left of the entrance will replenish your health. If you're low on health, grab it. If not, save it for later.

Use the small force-field barricades to cover your approach down the ramp. As you sneak behind the barricades, use Force Push to knock enemies off the ramp.



SITH WISDOM

There's a sniper on a high, far ledge on the fort's left side. Force Throw him off his perch to dispose of him. Otherwise, he'll pick you off from his ledge as you penetrate the fort.



There is another Holocron on the left strut farther down the path. Double-jump onto the large beam above the catwalk, then

carefully hop onto the strut on the left. Creep to the strut's end to grab the Holocron, then backtrack to the main catwalk.



Follow the walkway until you reach a small incline with several red crates scattered on it. Toss the Stormtroopers over the catwalk's side or detonate the red crates to release the steam jets on the unsuspecting troopers.

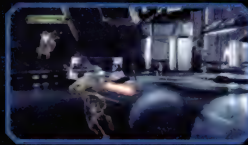
Dash past the Imperials at the intersection at the walkway's end and pick up the Sith Holocron on the right. With the Sith Holocron's invincibility buff, turn on the remaining troopers and go berserk! They can't hurt you, so don't worry about performing careful combos. Just demolish them!

There are two Holocrons located on the upper catwalks. Once you collect the Sith Holocron, turn around to see the Holocron hidden behind the pipe. Another Holocron is hidden behind the large pipe at the end of the ramp. Leap off the catwalk to get the Holocron.



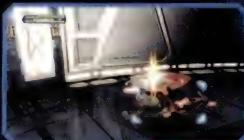
SITH WISDOM

To complete your primary bonus objective, zap the two grates along the center comm tower with Force Lightning. The first is high up on the tower, you'll only be able to reach it from the top right catwalk. The other is low on the tower. Reach it from the low, left catwalks.



Force Grip the doors and swing them open, then dash inside toward the small force fields. Force Push the soldiers in your way, then get cover behind the force field. Edge away from the field to get a better angle on the soldiers, then, from the safety of your cover, electrocute them with Force Lightning.

Dash out from behind your cover and strike down the remaining Imperials.



Double-jump to get the Sith Holocron floating above the entrance to the next room, then enter. Run into Ozzik Sturn's personal quarters and throw your lightsaber at the Imperial Royal Guard inside. Sprint up to him after your 'saber returns and slam him around the room with Force Push attacks and Force Throw.

Zap him with Force Lightning when his health is nearly depleted, and a series of onscreen commands will appear. Follow them to finish off the Imperial Royal Guard.



There is another Holocron in one of the glass trophy cases.



Enter the next room to find what you're looking for. As you do, you spy a young woman with a droid by her side. She stares out into the Kashyyyk wilderness as if looking for something or someone. When she hears you enter her room, she assumes you're one of the Emperor's assassins.

The young lady is Leia Organa. Even though you're there to rescue her, she's unwilling to leave the planet while it is under Imperial occupation. She's concerned that if the Empire completes the Skyhook transport, it will begin to shuttle Wookiee slaves off the planet. If you promise to destroy the Skyhook, however, she'll willingly leave. Your next task is clear....

After being automatically lifted to the forest floor, slowly venture down the path ahead. Imperial snipers perched on nests flank the path. Pick up the Sith Holocron to gain temporary invincibility, then dash forward. Slash through the soldiers with Force Lightning 'saber' combos, then use the Wookiee cage on the right to double-jump into the first nest and destroy the sniper there.

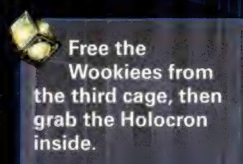


Before leaving the first sniper nest, pick up the Holocron inside.



From the safety of the sniper nest, use Force Lightning attacks to whittle down the number of soldiers on the ground. Jump back to the forest floor and release the Wookiees from their cage. Strike down any remaining soldiers nearby, allowing the Wookiees to move ahead without you.

Stalk down the trail, behind the freed Wookiees, and destroy the next sniper nest with Force Grip. Free the batch of Wookiees from the cage on the trail's right.



Free the Wookiees from the third cage, then grab the Holocron inside.



Let the Wookiees engage the remaining enemies while you focus on eliminating the sniper in the final nest. As your furry friends fight their foes on the forest floor, double-jump into the air, lock on to the sniper, and fry him with Force Lightning.



Once the coast is clear, move a large boulder into place just below the last nest. Use it to double-jump into the nest and grab the Holocron inside.



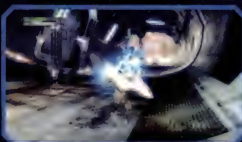
Carefully approach the sliding doors at the trail's end and let the Wookiees storm into the hall. Pick off the Stormtroopers while the Wookiees work on the Shadow Guard. After you eliminate the other soldiers, join the Wookiees in destroying the Shadow Guard.



SITH WISDOM

The prison containment fields are just as deadly as laser gates. Throw enemies into these to fry them instantly.

To remove the containment field, Force Grip and pull the cable running down the hall's left side.



To dispatch the Stormtrooper manning the turret, quickly Force Push him into the next containment field, then detach the cable on the left to remove the field. In the next area, toss the nearby crates at the enemies farther down the passage. Dash toward them as they try getting up and finish them off with your lightsaber.

Continue down the passage until you encounter a Purge Trooper. Rush him while stunning him with Force Lightning and cut into him with Lightning-infused 'saber attacks. He's got a mean, and deadly accurate, arm cannon. If you approach him without stunning him first, he'll unload on you and keep you pinned to the floor with his booming blasts.



SITH WISDOM

If you're having a hard time against the Purge Trooper, dash past him and pick up the Sith Holocron. This grants you unlimited energy. Use it to fry the overgrown Trooper.



Destroy the turret near the next field with a blast of Force Lightning, then deactivate the field like you did the others. Hurl the nearby crates at the next Purge Trooper to deplete his health, then speed up to him with

your Lightning unleashed. Finish off the Trooper with Lightning 'saber strikes, then exit the passage.



There are two Holocrons hidden in prison cells in the Slave Halls; there's one in the first section, and one in the second section.

The next area is home to the Skyhook building. The large, circular area is extremely well guarded by several Purge Troopers, Jump Troopers, and an AT-KT walker.



Before running out into the Skyhook perimeter, grab the Holocron on the trail's right side, just above a large tree branch.



To deactivate the Skyhook's tractor beam, you must remove seven traction hooks surrounding the building. Unfortunately, they're all guarded by Stormtroopers and Purge Troopers. Rather than try removing the traction hooks (which resemble long lightning rods) while the troopers pick you off, remove the troopers first. Zigzag toward the closest traction hook and zap the Stormtroopers with Force Lightning. Then Force Throw the Stormtroopers at the Purge Troopers.

With the surrounding troopers gone, focus on the Purge Trooper. Slice him up with Lightning-infused 'saber strikes to bring him down swiftly. If he attempts to counter your attacks, back away and stun him with Force Lightning, then resume your assault.



After you remove the enemies in the immediate vicinity of the traction hook, use Force Grip to lift the traction hook out of its slot to destroy it.

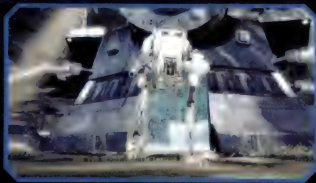


There is another Holocron floating near the Skyhook building's far right wall. Nab it as you move from traction hook to traction hook.



After you remove the first hook, Captain Ozzik Sturn decides to take matters into his own hands. He exits the Skyhook facility in a large walker and opens fire on you. Luckily, you're much faster than the mechanical menace,

so speed away and repeat the hook removal process—destroy nearby enemies, then safely remove the hook—with the remaining six hooks.





SITH WISDOM

Use the Sith Holocrons littered about the area to augment your abilities while you speed from hook to hook. The temporary boosts will make things much easier on you.

You can also release the Wookiees from their cages to help you fight off the Imperials.



After removing all traction hooks, engage Sturn in his walker. Use any remaining Sith Holocrons to augment your abilities, such as unlimited energy, and blast the AT-KT with a surge of Force Lightning. Even if you're out of Sith Holocrons, use your Force Lightning as you circle around the machine and keep its blasters from locking on to you. If you run out of energy while you zap it, dash away from it and allow your energy to replenish.

Return to the fight once your energy is full and assault it again. Continue picking away at its health like this until you can unleash your final assault by matching the onscreen commands, finishing it off.

With the traction hooks destroyed and Sturn out of the way, the Skyhook facility breaks down and the Wookiees are once again free.



IMPERIAL FELUCIA

MISSION DETAILS

Objective

Find and rescue Senator Bail Organa.

Bonus Objectives

Release the Sarlacc

Attain 375,000 Force Points

Locate 15 Holocrons

Enemies Encountered

Imperial Stormtrooper

Imperial EVO Trooper

Imperial Purge Trooper

Imperial Incinerator Trooper

AT-ST

Dark Felucian Warrior

Dark Felucian Shaman

Dark Felucian Chieftain

Rancor

Verdun Poison Spitter

Bull Rancor: Boss

Corrupted Mario Brand: Boss

MAP LEGEND

 Holocron

A



MAP LEGEND

 Holoicon

B

C

"Your master would be disgusted...."



Down on the Felucian surface, all is not well. Senator Bail Organa is being held captive by Jedi Master Shaak Ti's old apprentice, Maris Brood. Since her master's demise, Brood has become a dark, angry creature. She's resigned herself to giving in to the dark side, and she holds Organa as a prize for Darth Vader should he ever visit Felucia.

She tells Organa that if he attempts to escape, she'll feed him to her new pet—a monstrous Bull Rancor beast!

Return to Felucia



You land on Felucia to find that Brood's Felucian Warriors are fiercely engaged in battle with the Imperials at the Imperials' base camp. Watch the action for a bit. Let them pummel each other before you leap into battle.

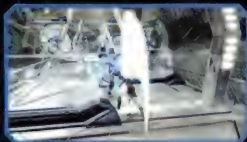
Drop into the Imperial base camp and rush the Imperials on the left. Dash into their ranks and assault the group with a lightsaber combo. Leap onto the shuttle's top and take cover behind its fin. From there, use Force Lightning to fry the enemies or throw them into the explosive pustules on the floor.

After destroying the Imperials nearby, hop down and put 'saber to Felucian flesh. Slice through the small group of Felucian Warriors that appear, then use Force Lightning 'saber attacks to crush the Imperial Purge Trooper near the bridge.



There are three Holocrons in this area. One is floating high above a Sarlacc tooth; use the stacked crates to reach it. Another is

hidden inside a Sarlacc tooth near the bridge to the next area. The final Holocron in this area is hidden at the end of a side path to the right of your starting point.



Slowly creep up the bridge and unleash a blast of Force Lightning at the Stormtroopers manning the turrets. Stalk across the bridge and throw the red-ringed barrels at the enemies ahead. Use the small protective force fields to shield you from incoming fire as you cross the bridge.

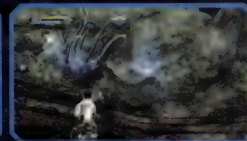
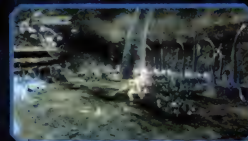
Toss troopers over the bridge's side until you reach the Purge Trooper near the end. Edge out to the side of a force field and zap the Purge Trooper with Force Lightning. Rush out from your cover and swat at the stunned Trooper with several Lightning-infused 'saber strikes.

Take out the final Purge Trooper at the bridge's end, just as you did the other—stun him with Lightning as you approach, then cut through him with Lightning-infused lightsaber attacks.



Before jumping down into the next area, locate the Holocron floating over a mushroom pad high along the right cliff. Jump

up the mushroom pads to reach it. From here, carefully jump out to the flower pads on the left, then double-jump and dash to the Sith Holocron (invincibility) on the area's far left side.



Drop to the area below and take advantage of your temporary invincibility. Dash around the bottom floor while invincible and cut through all enemies. Their attacks can't hurt you, so feel free to stay out in the open as you hack away.

With the ground floor clear, locate the troopers on the far right cliff. Lock on to them and pull them down from their perches.



As you approach this area's far end, a rock slide blocks the path ahead and an Imperial support ship drops an AT-ST behind you!

Before taking on the AT-ST, double-jump from the left ledge to the right ledge, where a Holocron can be found next to the rock slide.

Follow that ledge back through the tunnels until you reach the second Holocron high on the cliff side.

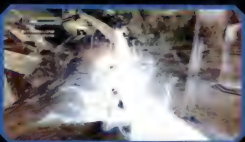


Turn on the AT-ST and fry its circuits with your Force Lightning. Circle around it as you blast it, then creep between its legs and thwack at them with your Lightning-buffed lightsaber. Dash away from the machine to avoid its stomp attack, then resume your electric attacks once your energy is fully replenished. Follow the onscreen commands as they appear to unleash a series of final blows that will destroy the oversized tin can.

If the battle with the AT-ST doesn't dislodge some of the rubble and open a pathway under the rock slide blockade, use Force Push on the wall to progress. Go through it and into the next area where another AT-ST awaits. Rush the machine and short-circuit it with a Force Lightning blast. Dash past the stunned walker and use two quick blasts of Force Lightning to eliminate the Poison Spitters near the area's rear.



With the Spitters out of the way, return to the AT-ST and assail it with Force Lightning attacks. Finish it off with a final assault, then enter the next area.



Carefully approach the Sarlacc pit and turn right. On the far right is an Imperial stabilizing tower; to the left is a long narrow bridge. Move left to lure out the Stormtroopers near the stabilizing tower. When the ground units charge you, either stand behind one of the force-field generators or move beyond reach of the fire coming from the stabilizing tower—just don't allow the ground forces and the troopers on the tower to combine fire on you!

Allow them to reach you and greet them with quick combos. Use the force fields to protect you from their incoming fire while you demolish the attacking troops. After defeating the first wave, move from field to field, cutting through enemies until you reach the stabilizing tower.

Jump onto the tower and slice up the three troopers at the top. With the coast clear, lock on to the stabilizer generator at the tower's rear and hit it with Force Lightning to charge it.



While here, stand just in front of the reactor and turn around to face the Sarlacc. Shimmy up the connecting cable a bit, then double-

jump and dash toward the Holocron at the cable's other end. There's another Holocron on the other side of this tower.



SWTH WISDOM

To release the Sarlacc and complete your first bonus objective, step onto the ledge at the tower's front and lock on to the chains attached to the Sarlacc's tentacles. Throw your lightsaber at the chains to cut them—one on each stabilizing tower—and free the Sarlacc.



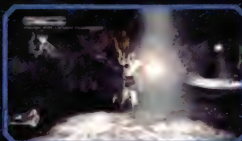
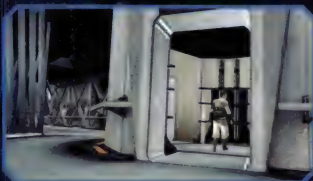
Leave the stabilizing tower and dash back to the bridge. Use the force fields to cover your approach. Allow the squad of troopers to cross the bridge and approach you while you wait behind the force field closest to the bridge. When the troopers get close enough, pick them up with the Force and throw them into the Sarlacc pit.

Dash across the bridge to the connecting platform at the center of the Sarlacc pit. As you go, use powerful 'saber attacks to knock enemies into the pit.

Turn right at the connecting platform and cross the bridge. Destroy the soldiers on your way to the tower and charge the generator just as you did before. Return to the connecting platform, cross the third bridge, and do the same with the third and final stabilizing tower.



Return to the connecting platform and hop onto the elevator pad inside. Ride it down into the Sarlacc's body.



Rush out of the hairy tunnel and into the breathing chamber. The Sarlacc's breaths can create long gale-force gusts of wind. If you step into the chamber while it exhales, you'll be thrown against the far wall. Wait for the Sarlacc to inhale, then rush into the chamber and hide behind one of the pillars there. Stay in the lit area to avoid being blasted with a gust of wind.

Stay behind the pillar, fighting off Felucian Warriors as they approach, then hold position while the wind blows. When the wind dies down, rush out of your cover and up the chamber to another well-lit pillar. Hold position there until another inhalation, then dash to the next pillar.

Before you take the elevator, collect the Holocron above the bridge to the left of the elevator. Walk out onto the bridge, turn around, and jump above it to reach the Holocron. As soon as you get off the elevator, pick up the Holocron on the path's right.



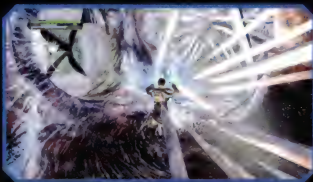
Follow the path deeper into the Sarlacc's stomach. Ignore the Sarlacc hairs; they'll glance off you harmlessly. When you come upon a Sarlacc trap (one of the large holes in the wall), seal it by

activating a nearby Imperial stand with your Force Lightning.

At the end of the hairy path is a large pit with a Holocron floating high overhead. Double-jump into the air and dash at the Holocron to get it.



Drop into the pit and through the hole at the bottom to enter the Sarlacc's lung room. Once again, carefully navigate the hairy tunnels, stopping only to activate the Imperial sealing stands.



WOOKIEE WARNING

If you don't stop to seal the holes in the tunnel, they'll suck you in and chew you up before they spit you out.

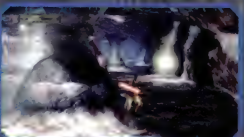


SITH WISDOM

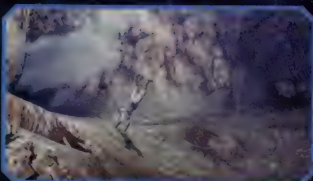
Use Force Repulse to float in place while hiding behind the pillars. When the wind dies down and Felucians come to attack, unleash it!



Dash right as you move from pillar to pillar, and pick up the Holocron along the far right wall.



At the end of the breathing chamber is the lung cavern. Step inside and a gust of wind will blast you out of the Sarlacc and into a Rancor graveyard.



The graveyard is crawling with Felucians. Fend off the first wave of foes, then locate the Felucian Shaman nearby.

Focus your fury on the Felucian Shaman and eliminate him quickly. That will make the other remaining Felucians easier to destroy.

Use the mushroom pads on the right to reach a Holocron floating high above the ground.



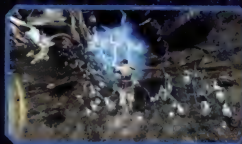
Trek deeper into the graveyard until you reach an ornery Rancor beast. Stand clear of its destructive path and Force Grip some of the explosive plants nearby; hurl these at the beast. Follow your plant-pelting by rushing the beast and frying it with Force Lightning.

Circle around behind the beast, zapping it with Force Lightning, then leap into the air and bombard it with Force Lightning and saber attacks.

Weaken the animal, then finish it off when the onscreen commands appear.



After destroying the Rancor, leap up to the highest steppe. Use the steppe as a platform from which to do a double-jump dash to reach the Holocron floating overhead.



Storm up the trail and speed past the two Felucian Chieftains. Electrocute the two poison-spitting plants on the path's right with Force Lightning, then turn back on the nearest Chieftain and zap him with Force Lightning.

Pick him up while he's stunned, then throw him at the other Chieftain. Carefully approach the two entangled Felucians and finish them off with a string of lightsaber combos.



The next area is home to another Rancor. Strafe around the beast while you zap it with Force Lightning, and destroy it just as you did its comrade.

With the Rancor gone, the only enemies left are a few Felucian forest dwellers. They're no match for a few quick 'saber combos. String your attacks together and use Repulse to knock them away if they attempt to surround you.

Veer left and examine the area behind a large plant. There you'll find another Holocron.



Before running headlong into the next tunnel, stop to eliminate the poison-spitting plants on the tunnel's left entrance. Rush into the tunnel with your Force Lightning leading the way and take out the Felucian Shaman.

Once he's down, turn on his cronies and stun them with Force Lightning. While stunned, take your 'saber to them and cut through them with Lightning-infused 'saber attacks. Clear the tunnel and follow it to the end.

The Battle with Brood...



In the next area, you find Senator Organa. But he's not alone....

Though she may have been only an apprentice, Maris Brood is highly skilled with her light-tonfas. As you enter her arena, she appears behind you with her pet Bull Rancor by her side. The battle with Brood will not be easy. It won't be fair either, as you'll have to face her and her pet at the same time.

Focus on the beast while Brood is invisible. Hit it with Force Lightning and lure it toward you. Dash away when it begins to slowly lumber toward you, and speed to one of the arena's far walls.



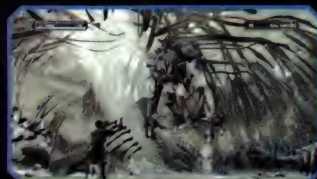
Allow the Bull Rancor to rush you. When it gets close, dash out of the way and let its momentum deliver it into the arena's wall. This temporarily stuns the beast and grants you an opportunity to circle behind it and slash at it with your lightsaber.

While behind it, use Lightning-infused 'saber strikes to inflict maximum damage. If Brood appears nearby, dash away before she can pounce on you, then lure the Bull Rancor away again.



SITH WISDOM

Don't bother trying to fight Brood while her Rancor is still alive. You'll waste energy and time and will leave yourself open to Rancor attack.



Continue luring the beast away from its master and leading it into the arena walls. While it's stunned, pummel away at it until the onscreen commands appear; then deliver your final assault.



After you defeat her pet, Brood decides to come out and play. The battle with her is pretty straightforward. You'll need to block her attacks, counter, and move around the arena evasively. If Brood disappears, raise your lightsaber to blocking position. When she reappears and attacks, her blows will automatically be deflected.

After deflecting her blows, seize the opportunity and counter with combos of your own.

If you engage her in a Lightsaber Lock, rapidly follow the onscreen command to overpower her, then run your 'saber through her while she's on the ground.



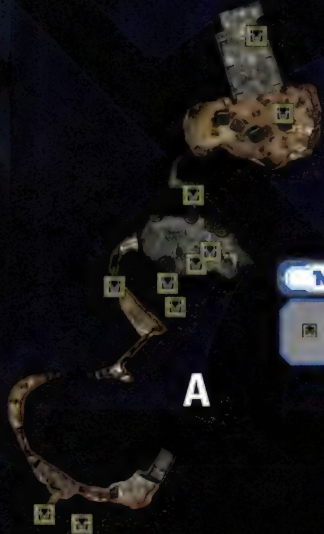
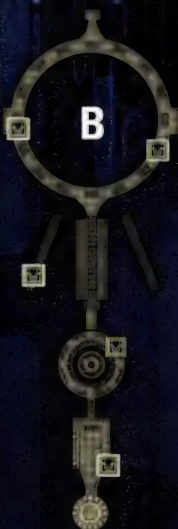
Continue blocking Brood's attacks and countering with attacks of your own. If she moves away, raise your block to deflect her tonfa toss, then resume your assault. Once she's been damaged enough and her health is nearly at 50 percent, use Force Lightning and Force Shield to deplete her health even faster.

Follow the commands as they appear onscreen to lay down a series of final blows. With Maris Brood under your lightsaber, it becomes clear that she can still be saved. Rather than strike her down for good, you decide to let her go.

Reunited with General Kota, Senator Organa expresses his concerns over waging war against the Empire. Organa knows another Senator who has spoken out against the Emperor, but in order to rally troops, you must show them that the Emperor is vulnerable and must instill a sense of hope in the dissidents. Organa sets off to meet with his Senator comrades while you decide which Imperial facility to target first.



IMPERIAL RAXUS PRIME



MAP LEGEND

 Holocron

MISSION DETAILS

Objective

Destroy the Orbital Shipyard.

Bonus Objectives

Destroy the Imperial tractor beam tower

Attain 430,000 Force Points

Locate 15 Holocrons

Enemies Encountered

Rodian Heavy Defender
Rodian Ripper
Jawa
Imperial Purge Trooper
AT-ST
Imperial Stormtrooper
Scout Trooper
GNK Power Droid
Imperial Officer
Imperial EVO Trooper
Imperial Jumptrooper
Stormtrooper Commander
PROXY: Boss
Imperial Star Destroyer
TIE Fighter

"You Still Serve Me."



Back on the *Rogue Shadow*, you communicate your success with Darth Vader. Though he's satisfied with your progress, he senses conflict in you. Your feelings for your new allies grow while your allegiance to the dark side remains. Juno walks in on you while you seek Vader's counsel, and though she's disappointed in you for remaining loyal to him, she remains loyal to you.

Perhaps she sees good in you still. Perhaps she sees through your cold exterior and sees the feelings you have for her. Regardless, she knows that sooner or later, you will decide the fate of the Rebellion, not Darth Vader. And when you do, she wants you to remember her struggles. For now, however, Darth Vader has given you the information you need to rally the Rebels. Your next target is the Star Destroyer construction facility on Raxus Prime....



Take advantage of your Health Drain Aura and run up to the Rodians. Allow your aura to suck the life out of them, then finish them off with your 'saber. After striking them down, use Force Push to bend the girders blocking the path ahead.

A Rodian Heavy Defender opens fire on you when you pass the twisted metal, so zigzag-dash past his fire and run your 'saber through him. Two quick combos should do the trick. Approach the other Rodians on the path ahead and use Force Push or Force Throw to knock them off the ledge.



Return to Raxus Prime

Once on Raxus Prime's surface, hop down to the lower level and immediately destroy the Rodian Heavy Defender in your way.

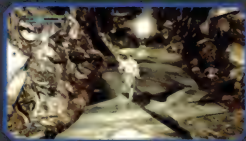


Double-jump onto the ledge on the right, then double-jump and dash to the far left ledge. Turn right on the ledge, into a small passage and down a short shaft. Take the Holocron from the Jawa inside, then hop back out.



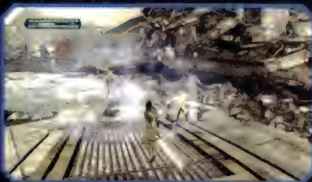
Storm down the trash-riddled path and crush the Ripper in your way. Veer left and pick up the Sith Holocron to get a Health Drain Aura.

Go into the cave on the path's left to find another Jawa guarding a Holocron.



Double-jump and dash across the broken bridge ahead and keep your sights locked on the enemies on the other side.

Immediately upon landing, knock the Rodians off the cliff with a strong 'saber combo or Force Push attacks. Double-jump at the Rodian Heavy Defender on the far ledge and do the same. The faster you eliminate them, the less damage you will take from incoming fire.



SITH WISDOM

If you've taken damage from the Rodians' assaults, pick up the Sith Holocron on the fallen beam to replenish your health.

Dash across the fallen beam to the next ledge, far across the chasm. Sith Punt the Jawa and decimate his Rodian friend with quick 'saber combos.



While on the ledge with the Jawa and Rodian Ripper, hit the metal wall with Force Push blasts to bring it down. Behind it is another Holocron—and another Jawa.



Drop to the left ledge and destroy the Rodian there. Turn to the transportation tunnel surrounded in a blue glow, then double-jump and dash inside.



The next Holocron is floating in the center of the tunnel as you enter.



At the tunnel's end is a large wide-open area with Rodians and Imperial Purge Troopers engaged in fierce battle. Platforms line the battleground's curving right wall; several Rodians are stationed at key positions throughout the grounds.

As you exit the tunnel, grab the Sith Holocron on the immediate left and drop down into the battlegrounds. Take advantage of your unlimited energy and dash up the platforms on the right, blasting enemies with Force Lightning.

Drop to the main battleground floor and engage the three Purge Troopers there. Blast them all with Force Lightning, then dash away before they can slam you.



There are three Holocrons in this area. Two are readily visible from the ground floor. They're floating above the surrounding platforms; you can easily reach them by double-jumping and dashing. The third is hidden inside a small cave that is accessible only after the Rodian reinforcements storm out of it.



Let the Rodians wear down the Imperials, then dash to the Sith Holocron near the left corner of the main battleground floor. It sits just behind the AT-ST walker that drops in from above. Use the Sith Holocron's invincibility to finish off the Purge Troopers and savagely slash away at the AT-ST's legs.

Use short bursts of Force Lightning and Lightning-infused 'saber strikes to deplete the walker's energy. When the onscreen prompts appear, follow them immediately to crush the infernal machine.

As you fight the walker, an Imperial drop ship lands near the far cliff side. Hurl the Imperial Stormtroopers over the cliff, then turn around and hop up the series of metal planks lining the area's left wall. Turn right into the tunnel.



Pick up the Holocron in the tunnel as you go.



The next area is similar to the previous battleground. Platforms line the area's surrounding wall, and a large Imperial drop ship sits on the far left. As you drop to the platform below, grab the Sith Holocron to gain invincibility for a short period of time. While invincible, drop to the main battleground floor and eliminate the Purge Trooper. As you fight him off with Lightning-infused 'saber attacks, also string combos to destroy the Stormtroopers at his side.

After you destroy the Purge Trooper and your invincibility wears off, dash back to the area's far left corner and pick up another Sith Holocron. This one increases your damage. Double-jump onto the platform directly above you, destroy the Scout Trooper, then dash toward the area's far right side. As you approach the next Purge Trooper, zap him with Force Lightning to destroy him.



moving up the platforms on the right, decimating Stormtroopers as you go.

There is a Holocron floating high above the center junk tower. Double-jump to reach it.





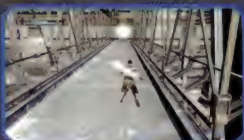
After you clear the battleground of all enemies, the drop ship opens to reveal an AT-ST walker and a large group of Imperial soldiers. Grab the Sith Holocron on the arena's far right end and gain a damage-increase boost. While your damage is increased, speed out toward the AT-ST walker lumbering from the drop ship and blast it with Force Lightning.

One sustained Force Lightning blast should be enough to prompt the final assault commands. Finish off the walker, then dash toward one of the remaining Sith Holocrons. Pick up the Sith Holocron nestled against the wall directly across from the drop ship to gain invincibility.

Drop down from where you got the Sith Holocron, speed into the drop ship, and crush the Purge Troopers inside. Inside the drop ship is another Sith Holocron. Wait for your invincibility to wear off, then pick it up to gain unlimited energy. Use it to fry the rest of the troopers inside the drop-ship bay.



Double-jump onto the catwalk on the left. Follow it right, destroying the Scout Trooper as you go, and pick up the Holocron on the far catwalk.



At the drop ship's rear, take the elevator to the top, where a small shuttle lands and drops off more Stormtroopers. Before they can disembark, you force them off the ship and commandeer the shuttle! The shuttle twists, turns, and careens over an Imperial ore-collection facility just as you jump off.



The few Stormtroopers guarding the ore facility's entrance are no match for you; quickly dispatch them with Force Push attacks or simple lightsaber combos. Enter the facility, take the elevator up to the next level, and destroy the few Imperials in your way.



After entering the facility and taking the elevator up, turn right and head to the walkway's far end. Pick up the Holocron there, then backtrack to where you got off the elevator.



Enter the facility and head to the central ring. Dash to the ring's rear and throw the Stormtroopers into the nearby laser gates.



SITH WISDOM

Use Force Grip to remove the large circular cogs from the generators behind the laser gates. After removing the laser gates, you can pick up a Sith Holocron to gain a damage increase.

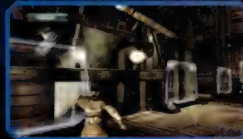


Circle around the ring and go up one of the flanking ramps to the ring's upper level. From there, double-jump and dash to the tower in the ring's center and immediately cut through the Stormtroopers on the tower.

Walk around the tower and use Force Lightning to destroy the five tractor conduits surrounding it. This destroys the Imperial tractor beam and completes your first bonus objective.



While on the ring's upper level, use Force Push to destroy the wall and reveal the hidden Holocron.



Go into the tunnel at the rear of the ring's lower level and take the elevator down. As the sliding doors open, unleash a Force Push blast down the catwalk to knock away the attacking troopers. Exit the elevator onto the walkway, and fry the troopers with Force Lightning. The Jumptrooper's pack ignites from the Lightning, and he spins uncontrollably before exploding.

There are two walkways (and several soldiers) just below and to each side of the main walkway. From your elevated position, use either Force Lightning or Throw on the soldiers to dispatch them quickly. There is a Sith Holocron floating over the main walkway. Double-jump to grab it and attain temporary invincibility. While invincible, drop to the lower left walkway and hurl one of the nearby barrels at the sniper perched on the beam at the chasm's far end.



There is another Holocron on the far left beam across the chasm. The beam tapers near the wheel puzzles. From the left wheel, double-jump and dash to the beam, then run along it to collect the Holocron.

Use the Force to lift the two large locking mechanisms on both sides of the doors and enter the next area.



The next area is another large ring. Take either the left or right path to your ultimate destination. Several Stormtroopers guard both paths. As you move around the ring's perimeter, string together long lightsaber combos and cut through all the enemies in your way.



There are two Holocrons in this ring, one on each opposing path. Grab one, then backtrack to the ring's other side and grab the other.



Take the elevator to the next and final area. There, a Shadow Guard ambushes you. Strike at it with Lightning-infused 'saber combos. After a few short 'saber exchanges, the Shadow Guard backs away defensively and reveals himself to be...PROXY?

Your clever training droid's tactical computer suggested that this would be the best time for him to attack you. He was programmed, after all, to kill you. By doing so, he serves his purpose as a training droid. In order to complete your mission, you must defeat PROXY. After revealing himself as your attacker, he quickly transforms into Maris Brood!



PROXY is a skilled combatant. Not only has he learned from failed training exercises with you, but he's also programmed himself with the combat abilities of many people you've already faced. And one you haven't.

Approach the battle with PROXY just as you did with the combatants he imitates. If he appears as Brood, block and counterattack.



After defeating one of his avatars, he'll temporarily revert into a Shadow Guard. When he does, hit him with Force Lightning, block his staff attacks, and wait until he's done attacking. Counter with Lightning-infused 'saber strikes and knock him back.

When he switches to Kota, he'll become very elusive and possibly leap away from you. Use lightsaber throws to strike him from afar, then dash toward the imposter and lash out at him with Lightning combos. If he evades and traps you in his Force Grip, follow the onscreen commands to free yourself and throw your 'saber at him as you land. Keep attacking him like this until you defeat PROXY's version of Kota.

If PROXY emulates Shaak Ti, defeat her like you did her apprentice. Block attacks effectively and counterattack only when she leaves herself open. If you engage her in a Lightsaber Lock, follow the commands onscreen to overpower her.



SITH WISDOM

There are plenty of open electrical currents and explosive barrels to use against PROXY.

After defeating all of PROXY's impersonations, he'll transform into one you haven't seen in combat before—Darth Maul.



The fight against Darth Maul is tough. You must rely heavily on your lightsaber combos and evasive techniques. Begin your assault on Maul with Lightning-infused 'saber strikes. Lash out and stop only to block when he counterattacks. Use strong combos like Saber Slam to knock Maul into the air and follow up with combos as he lands.

Dodge his amplified lightsaber throw (which cannot be blocked), block his whirling 'sabers, and wait patiently for him to offer you an opening. When he does, unleash your own combos on him.

Continue pummeling away at Darth PROXY until he can take no more.



When PROXY's health is nearly depleted, a series of onscreen commands will appear. Follow them to finish off your training droid. You then get on the nearby elevator and take it to the next area.



Force Push down the doors and dash out onto the walkway. Double-jump onto the large circular platform and engage the small Stormtrooper squad guarding the rail-gun tracks. Destroy the turret troopers with 'saber strikes, then fry the floating Jumptroopers nearby with Force Lightning.

With the area clear, turn to the middle power generator at the platform's center and overload it with Force Lightning. Circle around the walkways and overload the other three rail-gun tracks in the same manner.



JEDI KNOWLEDGE

You must backtrack all the way around at one point, because one of the connecting walkways is broken.

Overloading the four rail-gun tracks redirects a blast from the ore cannon up to the orbital station. All you must do now is bring down the Imperial Star Destroyer.



In order to do this, you must first destroy the attacking TIE Fighters. Get cover behind one of the two large lighting fixtures. From there, Force Grip a power cell as it floats by in front of the walkway. Maneuver the power cell into the TIE Fighter's path and let the fighter simply fly into it. You can also fry the TIE Fighters with Force Lightning as they fly by.

The TIE Fighters alternate flight patterns but usually stick to two paths: They'll either swerve to the lower right or to the upper right. The easiest way to destroy the attacking TIE Fighters is to get cover behind the light support on the right and grab the power cells as they emerge on the platform's right. From here, you can even grab a TIE Fighter if your reflexes are quick enough. Destroy all six TIE Fighters to safely walk onto the platform's center and Force Grip the massive Star Destroyer.

Grip the Star Destroyer and follow the onscreen commands to slowly turn the ship toward you using both analog sticks. Once it is facing forward, use the two analog sticks to pull it straight down. As you begin pulling the ship down, more TIE Fighters come swooping in from underneath the Destroyer.



SITH WISDOM

As you turn the Destroyer toward you, carefully watch for the TIE Fighters to appear beneath it, then release the Destroyer when the fighters open fire!



You won't be able to bring down the ship on the first try. When you release it from your Force Grip, the momentum you've created will continue to turn the Destroyer. If the ship turns too far in one direction, you must undo the momentum and turn it back toward you the next time you can Force Grip the behemoth.

Because of this, you must act very quickly in destroying the second wave of attacking TIE Fighters. Destroy the fighters as you did the first wave—with explosive barrels or by ramming one fighter into another. Then quickly return to the Star Destroyer and yank it down with your Force Grip.

It takes several attempts, but if you maneuver the ship efficiently and react quickly when destroying the TIE Fighters, you'll bring the ship down with minimal damage to yourself.



With the Imperial Star Destroyer grounded for good, you're free to return to the *Rogue Shadow*. Before you leave Raxus a second time, a shadowy figure stumbles out of the wreckage and falls at your feet. PROXY sustained some damage and is no longer capable of executing his program to full capacity, but he's still your droid and you can't leave him behind. You take him under your wing and haul him back to your ship.

CORELLIA

MISSION DETAILS

Objective

You've contacted all the allies you can find who are opposed to the Empire. Now is the time to act. Go to Corellia and meet with them to plan a course of action.

Enemies Encountered

Name

The following is not a standard walkthrough, as there is no player-controlled action during this chapter.

"One day, the galaxy will indeed be free."



You've come a long way from that day on the beach of Kashyyyk years ago. Your journey began in Kashyyyk's warm, lush jungles, and now you're in the icy, snow-covered landscape of Corellia. You touch down on the planet and meet with your contacts.

Standing around the table are Senator Organa, his daughter, Senator Leia Organa, Kota, you, and Mon Mothma. Everything has fallen into place, and the Rebel Alliance is taking shape.

Betrayal!



Just as Organa makes an official declaration of rebellion, the room begins shaking as if it's being bombarded with blaster fire. Everyone scatters when the meeting-room doors are blasted open and Darth Vader comes storming in. His men make short work of the Rebel soldiers guarding the senators.

You've been betrayed again. Rather than allow the Rebellion to flourish and challenge the Emperor as planned, Darth Vader betrayed you and is taking the leaders of the Alliance as prisoners.

Kota draws his lightsaber but is unable to do anything as Vader tosses him aside like a rag doll. It is up to you to save the Rebellion!



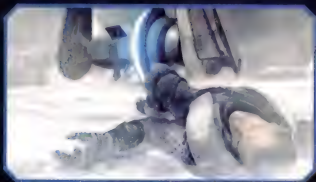
You stand there, stunned at Vader's betrayal. Before you can react, he uses the Force to hurl a table at you, knocking you out onto the snowy Corellian mountain peaks. Vader confirms your greatest fears: He's been lying to you since the very beginning. He never planned to destroy the Emperor with you. You were just a tool to gather the Emperor's enemies together to destroy them all at once.

He picks you up and tosses you once more. This time you fall helplessly over the ridge but manage to hold on by your fingertips. Just when it seems you're about to slip and fall to your doom, Vader is attacked! A Jedi with shaggy brown hair and a full beard comes leaping out of the Corellian meeting room. It's Obi-Wan Kenobi!

"I've been waiting for you, Obi-Wan. We meet again, at last. The circle is now complete. When I left you, I was but the learner; now I am the master."

—Darth Vader, *Star Wars: Episode IV A New Hope*


The battle doesn't last long. Kenobi strikes and Vader strikes back. A short exchange of flashing 'sabers ends with Vader's lightsaber running through Kenobi's chest. The Jedi Master falls to the floor. Kenobi's body disappears, revealing PROXY's fallen form. It wasn't the Jedi Master after all! It was your trusty PROXY droid all along.



He knew that he was no match for Vader, but his surprise attack bought you enough time to drop down from the cliff's edge to a ledge along the cliff side. Juno swoops in to rescue you there. Not all is lost.

DEATH STAR

MAP LEGEND

 Holoacron

MISSION DETAILS

Objective

Find General Kota and the Founders of the Rebel Alliance.

Bonus Objectives

Attain 450,000 Force Points

Locate 15 Holoacrons

Enemies Encountered

Imperial Stormtroopers
 Scout Troopers
 Imperial Purge Troopers
 Imperial EVO Troopers
 Shadow Guard
 Imperial Royal Guards
 Imperial Jumptroopers
 Imperial Incinerator Troopers
 AT-CT
 AT-ST
 Darth Vader: Boss
 The Emperor: Boss

A

B



"I've never been a Jedi before."



The *Rogue Shadow* is much quieter now without PROXY and General Kota on board. As you speed away from Corellia, Juno makes an eye-opening observation: Darth Vader betrayed you multiple times in spite of your loyalty. But now that he's taken the leaders of the Rebellion prisoner, the fate of the Alliance rests with you.

You decide to go after Darth Vader and rescue the Rebels. But first you must figure out *where* to go. Juno pilots the *Rogue Shadow* while you sit in the navigator's seat meditating.



You've never been a true Jedi before, but somehow your meditation pays off. You see visions of Kota and a large space station still under construction. There's something wrong with General Kota....

You set course for the Outer Rim and find Vader's Death Star. Juno carefully navigates the *Rogue Shadow* into the Death Star and docks. You order her to raise the ship's cloak after you disembark and orbit the space station just out of scanner range. Realizing that this might be the last time she sees you, she finally reveals her true feelings...with a kiss.

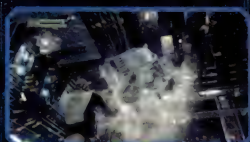
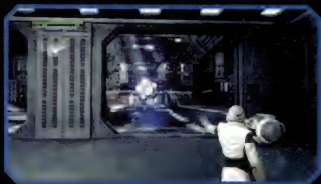
Assault on the Death Star



You leap off the *Rogue Shadow* and land in a hangar bay far below. As soon as you land, the hangar bay comes alive with blaster fire. Scout troopers fire on you from the walkways above, Purge Troopers open fire from the main hangar floor, and, to make matters worse, an AT-CT walker stomps around the hangar bay. Dash out of the blaster rain and make a beeline for the small room on the hangar's far left.

Hide behind the room's center wall panel and blast the Purge Troopers with Force Lightning as they approach. Lure them into the room and finish them off with Force Lightning 'saber strikes as they lumber into your trap. With one Purge Trooper out of the way, shimmy out from behind the center wall to get a better view of the AT-CT walker in the main hangar. Electrocute it with Force Lightning as it stomps around outside your shelter.

When you deplete your energy, retreat back into the cover of your small room. Use the barrels there as projectiles to further damage the walker or the approaching Purge Troopers.



After whittling down the machine's health, you can finish it off just as you have other walkers. Follow the onscreen prompts as they appear and crush the mechanical menace. Unfortunately, destroying the AT-CT only prompts an AT-ST to appear from the hangar's floor elevator. Defeat it just as you did the first—whittle it down from behind your cover and only pop out to finish it off.

Destroying the AT-ST prompts several more Troopers to arrive. Three Purge Troopers and three EVO Troopers join the battle with blasters blazing. Lure the speedier EVO Troopers into your room and decimate them with 'saber combos.



Purge troopers are much slower than other troopers. After destroying the EVO Troopers, lure the Purge Troopers toward you and fry them with Force Lightning. Before they can counterattack, rush out of your small room. Dash across the hangar bay, picking up the Sith Holocron to replenish your energy; then turn on the Purge Troopers. Blast them again with Force Lightning, then dash away.

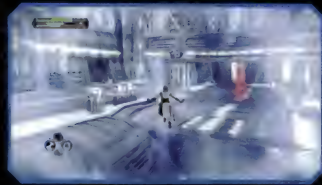
This time, dash to the hangar bay's other side. If you're low on health, pick up the second Sith Holocron to replenish it. Lock on to the Purge Troopers as they approach your room from across the hangar. Continue blasting them with Force Lightning and finish them off once they reach you. Destroy the troopers with Lightning combos to clear the bay of all enemies.

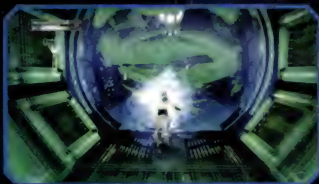


Use either of the two elevators (found in opposite corners of the hangar) to reach the upper walkway. There are two Holocrons up here, one on each side of the bay. Grab them both, then hop back down to the main floor.



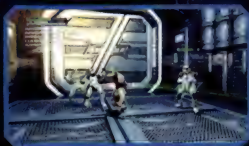
Back on the main hangar floor, walk onto the glowing blue trapdoors near the hangar's center. Use Force Repulse to blast them open and fall into the Death Star's tunnels.





You land in a huge firing tube and narrowly dodge a green beam as it fires off. Wait until the beam stops firing, then dash up the firing tube. Force Push the green glass at the tube's end, dash to the other side, and break through

the second glass pane. When the firing sequence begins to spool up again, dash into the niche along the firing tube's left side.



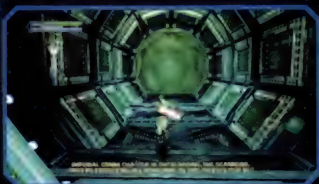
The niche is well guarded. As you speed in there for cover, lead with your lightsaber swinging. Slash through the Stormtroopers inside and use Force Repulse to keep them from surrounding you. Once the laser stops to recharge, go into the next firing tube.

Storm up the firing tube and use Force Lightning to blast the small gun turrets that pop out of the ground. After destroying them, continue up the tube and turn right into the next small niche. Cut through the soldiers in there, then throw any surviving soldiers into the firing beam.



There is a Holocron hidden behind the sliding doors in this niche.

Wait for the firing beam to stop, then dash back into the firing tube and make a right. Break through the two green glass walls and speed into the passage on the left.

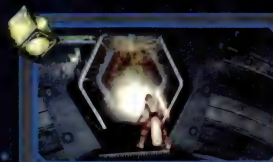


Make a right in the passage and zigzag toward the cannon turret at the hall's end. When you're within striking distance, fry it with Force Lightning, then move past it into the small control room at the hall's end.

Demolish the turret in the control room with a quick combo, then turn right. Wait for the beam to stop again, and crush the small ground turrets in the firing tube. Cross the tube and use quick combos to dispatch the incendiary troopers in the next control room. Grab the Sith Holocron (Health Drain Aura) floating above the control room's center to aid your battle against these troops.



If the firing beam reactivates while you're fighting the incendiary troopers, hurl them into the beam to dispatch them quickly.



There are two Holocrons above the second control room. To reach them, use the elevator pad on the first control room's far

left and ride it up to the catwalks above the control center. Double-jump onto the walkways above the second control room and pick up the Holocrons before dropping back into the second control room.

Use your Force Grip to unlock the sliding doors and enter the next hallway. At the far end are two Purge Troopers. Dash up the corridor as you evade their fire and take cover behind the small niches along the passage.



From your cover, throw the nearby crates and barrels at the Purge Troopers at the corridor's end. Hit them with Force Lightning and weaken them before rushing out and finishing them off with a few Lightning-infused 'saber attacks. Once they're eliminated, turn on the remaining soldiers in the hall.

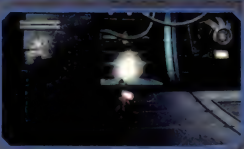


Sneak into the small room on the right and go through the sliding doors to find a Holocron. Continue through the next set of doors and continue right through another pair of sliding doors to claim a second Holocron.

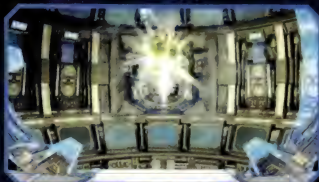


Go through the doors at the hall's end and make a left into the next sliding doors.

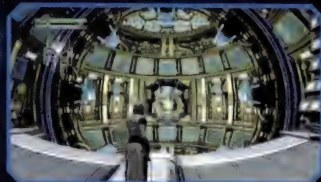
Directly across from the sliding doors is a small alcove with a Holocron. Grab it before turning right and going up the laser tube.



At this tunnel's end is a large spherical room with three pulsarium rings gyrating around the room's perimeter. The rings align only to initiate a laser firing sequence, at which point a small bridge extends through the room's center. In order to proceed, you must align the rings while the laser is not firing and force the small bridge to extend through the room's center.



Duck into the small room on the right and take the elevator down to the lower level. Turn right down the tunnel and enter the spherical room's bottom level. Grab the Holocron on the right, then backtrack to the top level. On the way, use a series of quick combos to dispatch the Imperials standing in your path.



Back in the firing tube, wait inside the elevator room for the laser to cease firing. When it does, edge out toward the tube's end so that you can see the pulsarium rings spinning around. Use your Force

Grip to grab the first ring and move it into place—align it so that it stands upright, touching the room's top and bottom. Align the second and third rings to force the small bridge to pop out, then dash across it to the second small tunnel ahead.

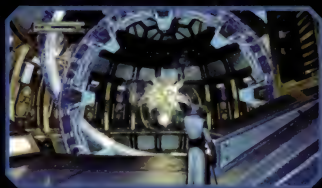


WOOJEE WARNING

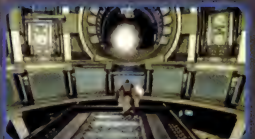
Whatever you do, don't touch the firing beam! It may look like it's far enough above your head to dash underneath it, but it's not. If you touch it, you'll be zapped into dust!



In the tube's next section, align the rings in the next pulsarium. Once they're aligned, dash across the bridge and into the passage on the right.



As you cross the bridge, grab the Holocron floating above in the second pulsarium.



Follow the tunnels to the convergence chamber. There aren't many enemies in here, but the chamber is a tall complicated room to navigate. On the left is a tall chamber housing eight firing tubes arranged in a large circle. At the center of the eight tubes, about halfway up the tall chamber, is a platform leading to the Emperor's observation dome.

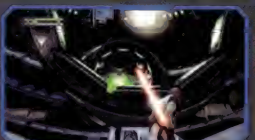
Drop into the bottom of the tall chamber on the left and immediately stun one of the two AT-ST walkers with Force Lightning. Dash away from the two mechanical beasts and take cover in the large tunnel on the far right. Lure the walkers toward you and stun them repeatedly with Force Lightning. While stunned, dash between their massive legs and assault them with Lightning-infused 'saber attacks.



After destroying both AT-STs, use Force Grip to shove the large reactor surrounded by yellow lights back into the wall. This activates the two blue elevator tubes embedded in the floor. Step into the blue

transport beam to ride it up the tall convergence chamber.

There are several Holocrons in this area. One is floating in the center of the lowest firing tube. Use the blue elevator tubes to launch yourself into the air. Come down on the lowest firing tube, carefully double-jump onto the tube's lower beam, then leap into the ring's center to grab it.

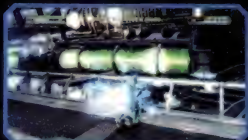


The Reckoning

There is another on the highest firing tube; ride the elevator up to it. Double-jump and dash to the support strut on the room's rear end, then walk up the strut to the Holocron.

Collect an additional Holocron on the top level above the convergence chamber entrance. Yet another Holocron appears on the opposite side of the room, on the third floor platform.

Drop onto the platform at the chamber's center and prepare for battle. As soon as you land on the platform, a Shadow Guard arrives with a full complement of Imperial Royal Guards.



Knock away the Royal Guards with powerful Force attacks. Don't let them pin you against the railing! Dash away from the small group to create some breathing room. As the Royal Guards give chase, turn around and slash away at the closest one. When the others get close, retreat evasively to avoid their light-staff attacks.

After destroying the first of the Royal Guards, dash right and pick up the Sith Holocron to gain a Health Drain Aura. Use this to weaken the remaining Guards while you thrash them and finish them off. Turn on the Shadow Guard while your Health Drain Aura is active, and hit him with Lightning combos.

There is a Holocron nestled in the control panel on the left. Pick it up as you fight the Guard.



Continue pounding away at the Shadow Guard until he tries using his Force techniques on you. If he grabs you with Force Grip, follow the onscreen commands to free yourself. Finish him off with a quick grapple



by matching the prompts onscreen; then use Force Grip to rotate the large door lock on the circular hatch at the platform's end. Enter the tunnel to your final destination.



As you approach the Emperor's room, he and Darth Vader interrogate the founders of the Rebel Alliance. The Emperor calmly sits at his throne as Vader stands by and watches his master. The Emperor, sure of himself and his power, insists that the Rebellion will fail. But he fails to sense what Kota is immediately aware of—you.

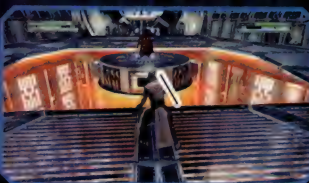
You storm toward the Emperor's control room with your lightsaber ready, but the Emperor leaves his dirty work to Darth Vader. It's time to confront your former master. Darth Vader calmly charges and confronts you in the passage before you reach the Emperor's chamber.

Lock on to Vader and hit him with Force Lightning. Engage him in lightsaber combat. Use multiple attacks of Force Push to stun Vader. Follow up with 'saber combos to deal damage to the stunned boss. If he surrounds himself in a red Force Shield, double-jump into the air to dodge the ensuing blast of the Force.



As you land, hit him with Lightning-infused 'saber combos. If he attempts attacking with his lightsaber, block his attack, then counter with quick, short combos. As you fight, Vader will lift you into the air with his Force Grip. Free yourself by following the onscreen commands, then resume your attack.

Move evasively around the hall, dodging Vader's Force attacks and dashing behind him. Strike him from behind to inflict major damage and reduce the risk of him counterattacking.



Once you've depleted Darth Vader's health to about 50 percent, he retreats to an antechamber to the Emperor's room. There, Vader stands on a small circular platform at the room's center, while the

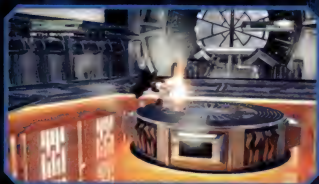
area around the platform is surrounded by a red perimeter.



Throw your lightsaber at Vader from the safety of the room's surrounding ledges. If you attempt getting onto his platform without stunning him, he'll simply swat you away. Instead, stay on your ledges and use Force Grip to grab the explosive barrels lining the wall and throw them at your former master.

While he's stunned from the explosive barrel, double-jump onto his platform and unleash devastating combos to further deplete his health. When he comes to, leap back to the surrounding platform.

Continue pummeling Vader with barrels to stun him, then leap onto this platform to ravage him with 'saber strikes.



WOOKIEE WARNING

Be mindful of Vader's Force Throw ability. If you jump into the air while Vader isn't attacking, he will most often pluck you out of the air with his Force Grip. If you can't loosen yourself from his grip, he'll toss you across the room!



When Vader is ready to fall, he'll leave his platform and take the fight to you, on the surrounding ledges. Block his attacks and counter with assaults of your own. Engage him in a Force Lock and overpower him by matching the onscreen commands.

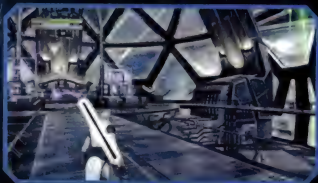
Your final attack destroys Vader's protective mask and sends him flying into the Emperor's chamber. There, the Emperor prepares to execute the leaders of the Rebel Alliance. You've got other plans, though.

A Choice

As you stand over Darth Vader's body with your 'saber drawn, ready to finish the job, the Emperor's scratchy voice urges you to do it. Destroy Vader and you'll rightfully replace him at the Emperor's side.



General Kota tries to keep you from striking down Vader and crossing completely to the dark side, but the Emperor stops him. Suddenly, things change. Vader is still at your mercy, but the Emperor is destroying Kota! You have a choice: Eliminate Vader and take your place by the Emperor's side, or defeat the Emperor to free the Rebels.



What will you do?



JEDI KNOWLEDGE

Rather than give away the two possible endings, the following section provides tips on how to defeat the Emperor and Darth Vader. You must choose which side to align yourself with. Will you join the light side by defeating the Emperor and freeing the Rebels, or will you join the dark side by destroying Darth Vader and taking his place next to the Emperor?

Tips for Defeating the Emperor

- The Emperor doesn't wield a lightsaber; his attacks are all Force power-focused. Lightsaber combos will be more effective against him than Force attacks.
- Attack him repeatedly with lightsaber combos until he attempts to hurl barrels at you.
- Hide behind the control panels to keep him from getting a clean shot at you with the barrels.
- Stay on the move while he's surrounded by his purple Force Lightning shield.
- Focus solely on his Imperial Guards when he summons them. Don't bother trying to hurt the Emperor while they're in the battle arena.
- After he misses you with Force Lightning, use your own Lightning attacks to damage him.
- Jump to avoid getting knocked off your feet by exploding barrel attacks.
- Don't stand too close to the blue force field while fighting him.

Tips for Defeating Darth Vader

- Vader relies less on the Force than the Emperor. The majority of his assaults are lightsaber attacks.
- Keep your lightsaber in blocking position at all times to block his 'saber slashes.
- As soon as he stops swinging his 'saber, counter his attacks with 'saber combos.
- Don't rely too much on one attack. Mix up your lightsaber combos with Force Push and Force Lightning strikes.
- Use your strongest lightsaber combo after successfully defeating Vader in a Force Lock.
- Stay mobile and avoid standing toe-to-toe with him.
- If he corners you against a wall, double-jump to leap over him.
- Double-jump and dash over his Force Push attack. When he begins charging his Force, dash away and prepare to jump.

SITH SECRETS

The following pages were ripped from secret scrolls known only to the Sith. They reveal the locations of all Holocrons and how to attain all Xbox 360 Achievements.


Holocron Locations

The Holocrons are listed in order as you progress through the level. Use that knowledge to identify specific locations listed below.

TIE Construction Yard

MAP LEGEND

 Holocron



Sector	Holocron Number	Reward	Location
Hangar	1	Force Points	On the catwalk on the opposite side of the entrance
Hangar	2	'Saber Crystal: Yellow'	High on the catwalk above the TIE Fighter
Hangar Hallways	3	Force Points	Behind right-hand side of destructible doors; requires Force Push to acquire
Chasm Area	4	Force Combo Sphere	Behind stacked crates at edge of upper platform
Chasm Area	5	Force Talent Sphere	Behind stacked crates on skiff at lower platform
Chasm Area	6	Force Points	In second upper catwalk alcove
Wing	7	Force Points	Behind crates on upper catwalk inside first wing room
Wing	8	Force Points	On top of control room in first wing room
Wing	9	Force Points	Use TIE wings to create platforms to reach Holocron placed on broken TIE wing
Wing	10	'Saber Crystal: Damage'	On high catwalk in second wing room
Assembly Room	11	Force Points	Inside alcove beside laser arm in first section of assembly room
Assembly Room	12	Force Points	Inside alcove beside laser arm in second section of assembly room
Assembly Room	13	Force Points	Inside alcove in generator room
Assembly Room	14	Force Sphere	In center of quad-generators in generator room
Assembly Room	15	Force Points	In corner of laser arm room

Raxus Prime



MAP LEGEND

 Holocron

Sector	Holocron Number	Reward	Location
Landing Area	1	Force Points	Right past the first Force-raised platform, underneath large metal docklike structure
Thruster Interior	2	Force Power Sphere	On high platform inside thruster, protected by two Jawas
Crashed Starship	3	Force Points	To the left, as you exit the tunnel into the crash site
Crashed Starship	4	'Saber Crystal: Compressed Red	Behind rear engine covering
Crashed Starship	5	Force Points	Cliff edge in second landing area
Crashed Starship	6	Force Points	Behind door at end of crashed starship interior; use Force Push to open door
Salvage Area	7	'Saber Crystal: Gold	End of the long dock in top level
Salvage Area	8	Force Combo Sphere	Corner of the top level
Salvage Area	9	Force Talent Sphere	On garbage skiff in lower level
Salvage Area	10	'Saber Crystal: Compressed Yellow	Corner of lower level
Junk Canyon	11	Force Points	Right side junk canyons
Junk Canyon	12	Bonus Costume: Sith Robe	Through a wall of girders and pipes, located on a distant platform that requires a double-jump and dash to reach
Jedi Temple Shaft	13	Force Points	Inside destructible pillar base
Jedi Temple Shaft	14	Force Points	Out in the open in the corridor
Jedi Temple Shaft	15	Power Crystal: Firkrann	Use AT-ST head to jump up to reach



Felucia

MAP LEGEND

 Holocron

Sector	Holocron Number	Reward	Location
Jungle Descent	1	Force Points	In an alcove off the main road
Trunk Interior	2	Force Points	Right beneath entrance on next level down
Trunk Interior	3	Force Points	Midlevel, at dead end
Trunk Interior	4	Force Points	Midlevel hanging platform
Trunk Interior	5	'Saber Crystal: Unstable Red	On hanging vine platform, requiring leap from hanging vine to hanging vine to reach
River	6	Force Points	Right-side corner, coming out of ascent from trunk interior
River	7	'Saber Crystal: Compressed Gold	To the left of the tunnel leading out of the river sector is another tunnel, at the end of which is the Holocron
River	8	Force Points	Hidden inside Sarlacc tooth near entrance to next tunnel
River Tunnel	9	Force Combo Sphere	In center of tunnel area
Clone Wars Battle Site	10	Force Points	Near midpoint of second tunnel
Clone Wars Battle Site	11	Force Points	At end of Clone Wars battle site, before second tunnel
Rancor Grove	12	Force Power Sphere	Left-side Rancor Grove shelf
Rancor Grove	13	Force Points	Behind last whacker plant
Rancor Grove	14	Force Points	Right-side shelf, near entrance
Rancor Grove	15	Force Talent Sphere	Far right side, on high ledge

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Empirical Lab

Sector	Holocron Number	Reward	Location
Vader's Lab	1	'Saber Crystal: Blue	Floating in exit doorway to lab
Specimen Lab	2	Force Combo Sphere	Inside specimen "jar"; use Force Grip/Throw to smash glass to acquire Holocron
Specimen Lab	3	Force Talent Sphere	Inside enemy spawn closet below and to the left of the specimen lab's entrance
Escape Pod Room	4	Force Power Sphere	Hidden inside final escape pod; light the pod to activate it and reveal the Holocron
Corridor 3	5	'Saber Crystal: Lorradian	Hidden behind barrels, guarded by Imperials, right before final hallway to the bridge

MAP LEGEND

 Holocron


Cloud City

MAP LEGEND

 Holocron



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Sector	Holocron Number	Reward	Location
Vapor Room	1	'Saber Crystal: Unstable Orange	Hidden in center steam vent on upper platform
Vapor Room	2	Power Crystal: Ruusan	Hidden on platform above bar
Landing Platform	3	Force Points	Hidden behind exploding barrels near ramp exiting the landing platform area
Landing Platform	4	'Saber Crystal: Unstable Yellow	Hidden on rail above landing platform. Player must double-jump from catwalk up to rail
Landing Platform	5	Force Combo Sphere	High in air between two carbonite containers. Use Lightning on second propeller fan, allowing player to float up to Holocron, or double-jump and dash off walkway to next section

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Kashyyyk

Sector	Holocron Number	Reward	Location
Intro Area	1	'Saber Crystal: Compressed Blue	Resting to the left of the starting spawn point, between the large tree's roots
Intro Transition	2	Bonus Costume: Kento's Robes	Hidden behind wreckage, behind your spawn point
Intro Transition	3	Force Points	On the path's right side, behind a large branch overhead (requires a jump)
Imperial Fort	4	Force Points	Left side, on a strut ledge next to the main ramp
Imperial Fort	5	Force Points	Left side, on a strut ledge farther down, near a huge pipe
Imperial Fort	6	Force Combo Sphere	Hidden behind large pipe at the end of the ramp leading to the fort's upper catwalks; leaping off the catwalk is required
Imperial Fort	7	Force Points	Hidden behind large pipe on the first ramp
Commander's House	8	Force Points	Inside one of the glass trophy cases
Hunting Grounds	9	Force Power Sphere	Hidden in the first sniper nest
Hunting Grounds	10	Force Points	Hidden in the last sniper nest before the exit to the slave hall
Hunting Grounds	11	Force Points	Hidden inside last Wookiee cage, near door leading to the slave hall
Slave Hall	12	Force Talent Sphere	Held in one of the slave cells, protected by Interrogation Droids
Slave Hall	13	Force Points	Contained in one of the last slave cells before the slave-hall exit that leads to the Skyhook
Skyhook	14	'Saber Crystal: Purple	Atop tree branch on the right as you enter Skyhook area
Skyhook	15	Force Points	Against the side of the Skyhook building

MAP LEGEND

Holocron

Imperial Felucia



MAP LEGEND

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C

100

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Imperial Felucia (continued)

Sector	Holocron Number	Reward	Location
Jungle Descent	1	Force Talent Sphere	Above large Sarlacc tooth; must use a crate to stand on and then double-jump to acquire
Jungle Descent	2	Force Points	Hidden inside Sarlacc tooth, near bridge to next area
Jungle Descent	3	'Saber Crystal: Green	Located deep in a tunnel beneath your starting location
Sarlacc Surface	4	'Saber Crystal: Compressed Purple	After you cross the Imperial walkway, guarded by Imperials, you reach a drop-off leading down into the Felucian jungle. To the drop-off's right is a series of mushroom pads; atop the highest one is the Holocron
Sarlacc Surface	5	Force Power Sphere	In upper ledge, past two turret gunners
Sarlacc Surface	6	Force Points	Back ledge leading to the tunnel and ledge that has the Force Power Sphere
Sarlacc Mouth	7	Force Points	Far corner, behind one of the Imperial tank structures
Sarlacc Mouth	8	Force Points	Above one of the three bridge structures
Sarlacc Mouth	9	'Saber Crystal: Vexxtal	Atop one of the stabilizer towers; requires a very tricky double-jump dash to reach
Sarlacc Stomach	10	Force Points	The Holocron is right on the level start
Sarlacc Stomach	11	Force Points	In the large chamber leading to lung room
Sarlacc Stomach	12	Force Points	Inside lung room
Jungle Descent	13	Force Combo Sphere	Holocron is placed high, requiring you to use nearby mushrooms as jumping platforms
Jungle Descent	14	'Saber Crystal: Unstable Blue	Placed high, to reach the Holocron, you must use the highest step as a platform from which to double-jump dash
Jungle Descent	15	Force Points	On the left path near the exit to the Bull Rancor fight

Imperial Raxus Prime

Sector	Holocron Number	Reward	Location
Camp Ruins	1	Power Crystal: Sigil	Soon after the starting area, walk through a narrow passage with ledges to the left and right. Jump on the right ledge, then double-jump and dash to the left ledge. Hop down the passage on the right to find the Holocron guarded by a Jawa
Camp Ruins	2	Force Points	Small dead end, right before the first girder wall
Mountain Pass	3	Force Power Sphere	Past the girder bridge, a metal barricade blocks a short passage; use Force Push on the barricade to enter the passage and recover the Holocron
Mountain Pass	4	Force Points	At the entrance to the tunnel leading to the Imperial battle zone area
Battleground	5	'Saber Crystal: Compressed Green	On a platform on the battleground's right side
Battleground	6	Force Points	End of tunnel where Rodian reinforcements arrive
Battleground	7	Force Points	Along the region's left-hand side is a series of platforms. Jump on them to reach the catwalks that jut out from the junk wall. Double-jump and dash from one of these catwalks; the player can jump/dash to reach the Holocron floating in midair over the battleground
Secret Passage	8	Force Points	Inside tunnel leading to Imperial drop-ship area
Imperial Battle Zone	9	Force Points	Dropbase exterior, high above one of the junk towers
Imperial Battle Zone	10	Force Talent Sphere	On the high catwalk above the AT-ST inside the drop ship
Ore Factory: Hangar	11	Force Points	Upper catwalk of arrival hangar

Imperial Raxus Prime (Continued)

Sector	Holocron Number	Reward	Location
Ore Factory: Collection	12	Saber Crystal: Unstable Purple	Hidden in a hallway on the collection area's upper level; use Force Push to destroy the metal doors blocking the way
Ore Factory: Underground	13	Force Combo Sphere	Hidden on the left-hand catwalk; requires a bit of tricky jumping to reach
Ore Factory: Control Ring	14	Force Points	Left side of ring
Ore Factory: Control Ring	15	Force Points	Right side of ring

MAP LEGEND

 Holocron

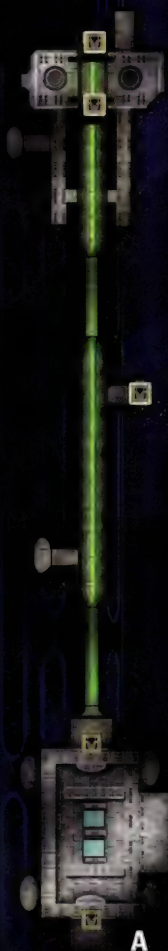
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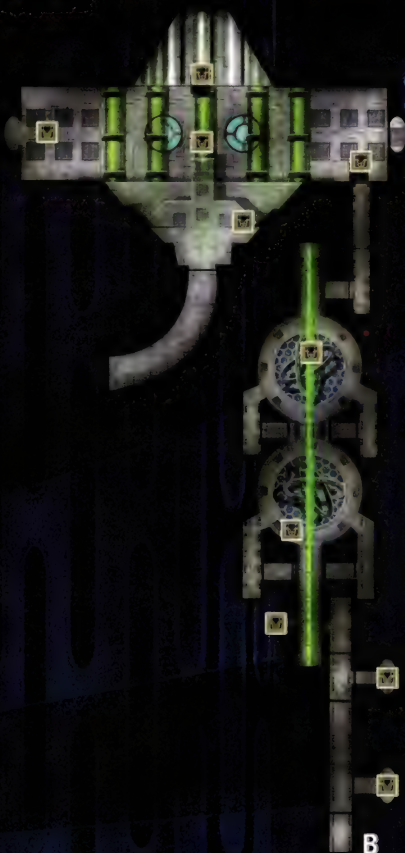
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Death Star

MAP LEGEND

 Holocron


A



B

Sector	Holocron Number	Reward	Location
Hangar	1	Force Points	On far left of an upper catwalk alcove
Hangar	2	Power Crystal: Katak	On far right of an upper catwalk alcove
Firing Tube	3	Force Points	Inside a spawn closet at the firing tube's far end
Subway	4	'Saber Crystal: Unstable Green	Above the path of the firing tube is a catwalk of pipes. Leap onto the pipes and to a narrow passage where the Holocron is located
Subway	5	Force Points	Located in the same area as the previous Holocron
Second Subway	6	Force Talent Sphere	Inside a spawning closet at the front end of the firing tube's hallway
Second Subway	7	Force Points	Located in a nook inside the firing tube, right before the first pulsarium
Second Subway	8	Force Points	Inside a spawning closet at the far end of the firing tube's hallway

Death Star (Continued)

Pulsarium Chamber 1	9	Force Power Sphere	Bottom floor of the first pulsarium chamber
Pulsarium Chamber 2	10	Force Points	In the center of the second pulsarium; pick it up as you cross second pulsarium bridge
Convergence Chamber	11	Force Points	There are eight laser tubes converging in this chamber. Holocron is at the lowest one, floating in midair in a focusing ring's center. Wait until the laser stops firing before it's safe to acquire the Holocron.
Convergence Chamber	12	'Saber Crystal: Black	Of the eight laser tubes, this Holocron resides at the very top, above a rail, near the chamber's far end
Convergence Chamber	13	Force Points	Far side, second level
Convergence Chamber	14	Force Points	Highest level, above where you enter the convergence room (behind closed doors)
Convergence Chamber	15	Force Combo Sphere	Near the chamber's exit, on the platform containing the large circular door leading to the Emperor's throne room; the final Holocron is in the center of a console cluster along the platform's edge



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There are 115 Holocrons to collect in total.

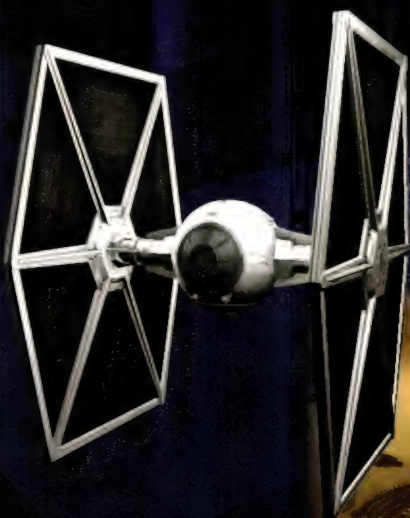
Xbox360 Achievements

Achievement Name	Gamerscore	User Requirements
Corellian Star	10	Complete all bonus objectives on one level
Holocron Collector	75	Collect all Jedi Holocrons in the game
Vapor Room	10	Complete Level: Cloud City, act 2
Empirical	10	Complete Level: Empirical, act 2
Jedi Hunt	10	Complete Level: Felucia, act 1
Infestation	10	Complete Level: Felucia, act 2
Revenge	25	Complete Game: Dark Side
Apprentice	75	Complete Game: Apprentice difficulty
Sith Master	100	Complete Game: Sith Master difficulty
Redemption	25	Complete Game: Light Side
Sith Warrior	75	Complete Game: Sith Warrior difficulty
Sith Lord	100	Complete Game: Sith Lord difficulty
Skyhook	10	Complete Level: Kashyyyk, act 2
Invasion	10	Complete Level: Prologue
Junkyard	10	Complete Level: Raxus Prime, act 1
Destroyer	10	Complete Level: Raxus Prime, act 2
Insurrection	10	Complete Level: TIE Construction Yard, act 1
Sith Trials	20	Complete all Training Room challenges
Sith Training	20	Complete all Training Room lessons
The Harder They Fall	15	Defeat 10 AT-STs or AT-KTs
PROXY Won't Be Happy	15	Destroy 35 droids
Rebel Leader	15	Defeat 500 Imperials

Xbox 360 Achievements (continued)

Achievement Name	Gamerscore	User Requirements
The Bigger They Are	15	Defeat 6 Rancors
Cannon Fodder	15	Defeat 150 Stormtroopers
Red Five	15	Destroy 20 attacking TIE Fighters
Bully	15	Defeat 25 Ugnaughts or Jawas
Bossk	15	Defeat 200 Wookiees during the Kashyyyk Prologue level
Legend	25	Earn 600,000 Force Points on a single level
Expert	10	Earn 500,000 Force Points on a single level
Skilled	5	Earn 250,000 Force Points on a single level
Force Grip Mastery	20	Defeat 500 enemies with Force Grip
Gripped	5	Defeat 100 enemies with Force Grip
Force Lightning Mastery	20	Defeat 500 enemies with Force Lightning
Shocked	5	Defeat 100 enemies with Force Lightning
Force Push Mastery	20	Defeat 500 enemies with Force Push
Pushed	5	Defeat 100 enemies with Force Push
Force Repulse Mastery	20	Defeat 500 enemies with Force Repulse
Repulsed	5	Defeat 100 enemies with Force Repulse
Lightning Shield Mastery	20	Defeat 500 enemies with Lightning Shield
Stormed	5	Defeat 100 enemies with Lightning Shield
Grappled	10	Defeat 100 enemies with a grapple move
Launched	15	Defeat 100 enemies with a launcher move
Lightsaber Throw Mastery	20	Defeat 500 enemies with Saber Throw
Impaled	5	Defeat 100 enemies with Saber Throw
Sith Lord Frenzy	20	Get a Frenzy x12 bonus
Sith Frenzy	15	Get a Frenzy x8 bonus
Frenzy	5	Get a Frenzy x4 bonus
Worst Day-Shift Manager Ever	10	Kill 12 Stormtroopers as Vader during the Prologue
Total:	1000	





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